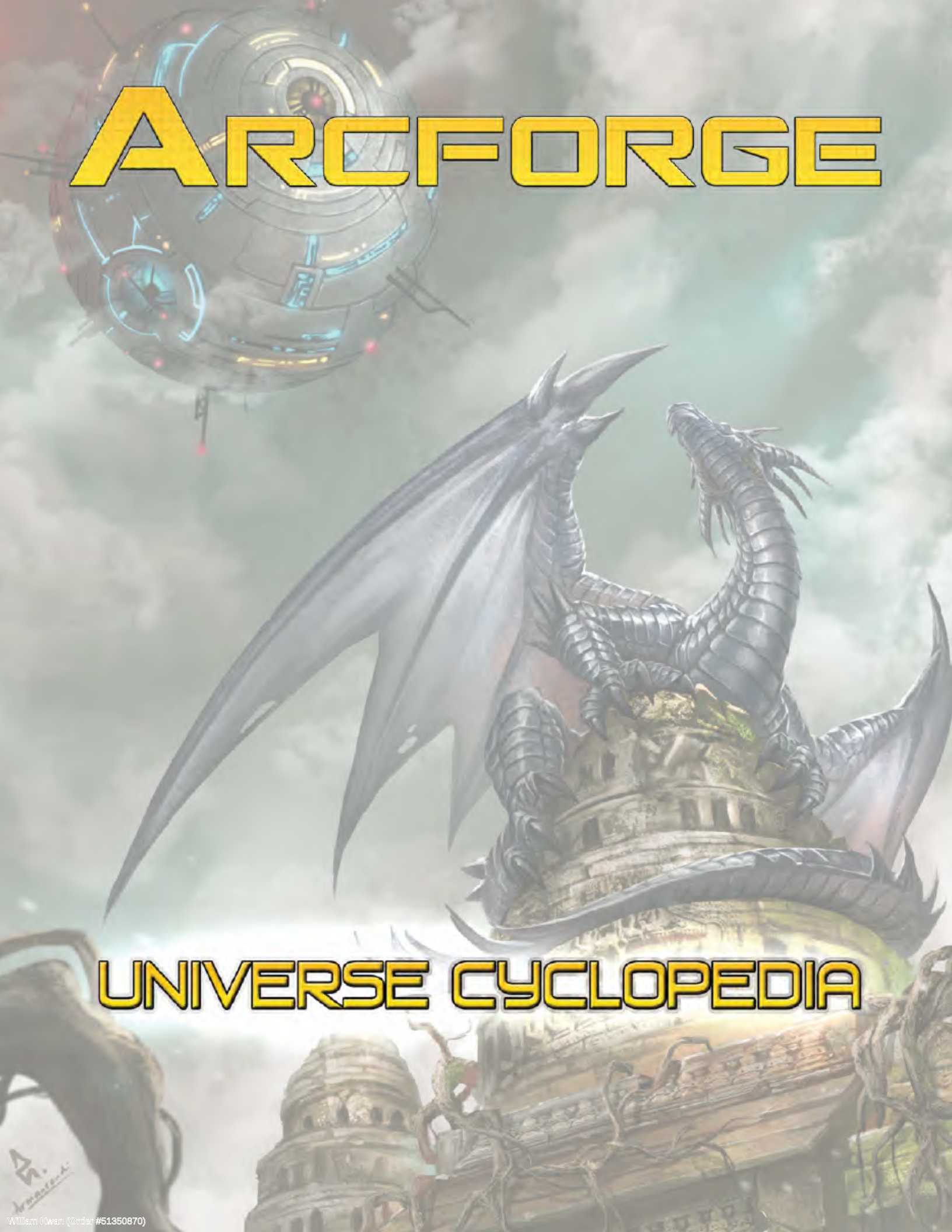
William Kwan (Order #51350870)

ARCFORGE



UNIVERSE CYCLOPEDIA

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ISBN: 9798314973882
First printing April 2025.
Printed in USA.

Legendary Games
524 SW 321st St.
Federal Way, WA 98023-5656
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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Content Warning

The Arcforge setting deals with a number of heavy topics around personhood, nationhood, and metaphysical meaning, including the numerous ways these powers threaten each other. Topics broached in this setting include:

- Imperialism/Colonialism
- Racism/Eugenics/Slavery
- Mass Death/Genocide/Societal Collapse
- Medical Trauma/Body Horror/Modification
- Suicide/Self-Harm
- Religious Abuse/Manipulation/Gaslighting
- Drug Use/Trafficking/Addiction

Additional details on each of these content warnings are given in the portions of the setting that cover them. Such subject matter may not be comfortable or appropriate for all gaming tables and as a result should be discussed with players ahead of time when running an Arcforge game. Safety tools should also be utilized over the course of a game or campaigns to make sure that the GM and all players are on the same terms of comfort. For more detail on safety tools, one recommended resource is the Consent in Gaming PDF by Monte Cook Games.

At the start of each chapter, relevant content warnings are printed along with direction to their corresponding topics.

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What you will find Inside *Arcforge Universe Cyclopedia*

Vandara, a technologically and magically advanced world imprisoned in debris from a catastrophic stellar war. Aurin, a star system where colonies are cut off from their homeworld and forced to craft their own destiny. The Beyond, an unfathomable expanse where every culture walks an ages-long path towards understanding, transcendence, or destruction. The peoples, ideals, and powers of these three realms have been unified here for grand adventures that explore each of their themes.

Compiling and revising rules and lore from twelve books, the **Arcforge Universe Cyclopedia** contains the expansive stories of the three Arcforge settings as well as a vast arsenal of tools and foes which GMs can add to their repertoire.

- **Full details on Vandara, Aurin, and What Lies Beyond**. Extensive explorations on the history, cultures, magic, and technology of three settings. Choose between **planetary**, **interstellar**, or **cosmic adventure**!
- **Expansive Starship Rules**. Take to the skies in two distinct forms of **Starship Combat**, designed for either build-focused or narrative-focused play. Equip your vessel with **Cloaking Arrays** and **Echo Drives** or rip your enemies apart with **Heavy Mass Drivers** or **Irradiating Missile Launchers**!
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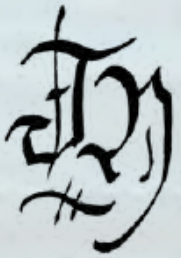
- **Over 80 Monsters**. From the mysterious **Passages** to the brutal **Duergar Tyrant** to the seven cataclysmic **Qlippoth Lords** to the galactic **Zenith Aeon**, you'll find plenty of compelling foes and allies for your PCs.
- **Over 20 Templates**. Want to make your monsters **Modular** or **Radioactive**? Perhaps even **Soulsevered** or **Insatiable**? These systems provide expansive tools for integrating the powers of Arcforge into every sort of creature.
- **And much more**!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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Content Warnings

Imperialism/Colonialism: History of Vandara, Halkenir/The Ashfields, Cidalac, Ferowark

Racism/Eugenics/Slavery: Androids, Dwarves, Halflings, Elan, Faunic, Cidalac, Eigenel, Estaria/New Estaria, Biomorphs

Mass Death/Genocide/Societal Collapse: Halkenir/The Ashfields, Dorukalad, Shargoda, Horsemen of the Apocalypse

Medical Trauma/Body Horror/Modification: Drow, Duergar, Blue, Norals, Wayangs, Svirfneblin, Kytons, Qlippoth, Zandyla

Suicide/Self-Harm: Ristymal

Religious Abuse/Manipulation/Gaslighting: Marit, Moloch, Ristymal

Drug Use/Trafficking/Addiction: Talsani

Introduction

The planet of Vandara has long brimmed with magical potential, its numerous resources, planar connections, and divine interests propelling it on a rapid course of magical, technological, and cultural advancement. It was only a matter of time before the peoples of Vandara expanded beyond the scope of their homeworld, pressing outwards into the Aurin star system with cosmic ambitions. Although such goals may have been viewed as untenable, these ambitions were halted violently when the Vandarans ran up against an alien force from the reaches of Aurin.

These creatures came to be known as the qlippoth, wielders of strange psionic power which carved immense swaths of devastation across Vandara. In order to counter this foe, which proved not only resistant to but also intimately familiar with magic, the greatest minds of Vandara unified to create a mechanism strong enough to create the great war machine which would end the qlippoth scourge. This tool came to be known as the Arcforge, a wonder of technology and magic which could construct indomitable combat mecha in vast quantities.

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Thanks to the legions of the Arcforge, the peoples of Vandara were finally able to repel the great qlippoth scourge, reclaiming at least some of their homeworld. The planet was irreparably scarred from the war, its sky perpetually blotted out by wreckage, but at least the imprisoned Vandarans could live on. Without the qlippoth bearing down on them, however, the formerly united nations and peoples began to turn against each other in the interest of claiming the Arcforge's power. With each faction arming themselves with immensely potent magical and technological innovations, the world of Vandara teeters between a grand renewal and a final collapse.

Rules

The Arcforge campaign setting is designed to be used with the *Pathfinder Roleplaying Game* rules, with the mechanics within supporting that system (although the setting could be ported to any number of other systems). It is also assumed that the following variant rules are used when using the Pathfinder system.

Guns Everywhere[UC]: Firearms have become common tools of conflict on Vandara, and guns are not seen as particularly difficult to manufacture or use.

Psionics as Advanced Technology[APC]: Psionics is a very distinct force from magic, operating on a series of physical laws (albeit poorly understood ones) which diverge heavily from the emotion-focused and chaotic nature of many magical abilities and operations.

Akasha as Cybertech[APC]: In spite of its mystical name (a product of tradition), the art of Akashic veilweaving and essence manipulation is a well-documented science which is understood by Vandaran practitioners. Hence, it is treated as technology rather than magic.

A History of Vandara

Rather than being gradually forged by natural events as most planets are, Vandara is a constructed world shaped by the powerful magic of the ancient dragons. With their incredible talent for magic, these dragons formed a planet for themselves out of materials taken from across the multiverse: mountains erected from the Plane of Earth and oceans drawn from the Plane of Water. At their last step, to hold the planet together, the dragons interwove a complex matrix of spells which flowed through the entirety of Vandara. In time, this matrix would come to be known as the Convictus, a source of uncanny magical power which even the dragons did not fully understand. With their paradise amongst the stars established, the dragons ruled over Vandara unrivaled, but eventually this realm was challenged by the coming of the Outer Lords.

The first of the Outer Lord's immense starships appeared to blot out the sun over Vandara when it arrived, its mass shifting the tides like a moon. Furious and baffled by this incursion, the dragons called upon their great magical

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abilities to turn back these invaders, only to discover that the Outer Lords possessed strength and knowledge in equal measure to rival the planet's creators. As more ships arrived, all of Vandara soon became a battleground, the surface of the planet drenched with weapons biological, technological, and magical.

Vandara remained after the battle ceased, although the dragons could hardly call this a victory. Their numbers reduced to a miniscule percentage of what they once were, the dragons retreated to the remote recesses of the world, forfeiting their dominion over their planet and the surrounding worlds. The Outer Lords, meanwhile, withdrew their ships from Aurin, those few survivors on the surface of the planet relegating themselves to the shadows. The final steps taken before this retreat was a great series of security measures placed upon the most powerful creations of each faction, entombing their darkest and most destructive secrets deep within Vandara or amidst the surrounding worlds. With the mighty cosmic civilizations exhausted by what became known as the Maker's War, their creations were left to inherit the planet. Among these creatures, none were so prolific as humanity.

It was not strength or intelligence that enabled humanity to seize control of Vandara, as there were many other creatures which surpassed the species in both regards. Human scholars argue that their ancestors were differentiated by their capacity to adapt and learn. Science and logical understanding came easily to humankind, and over time the people learned to harness the myriad resources of the planet to their advantage. Wood from the forests, stone from the mountains, metals from the earth, and magic from the Convictus all played a role in sculpting the first human societies in what is now Cidalac.

Humanity slowly expanded against the many threats which had been left behind in the Maker's War. After thousands of years, humans established their varied cultures all across Vandara. As humanity's capabilities advanced, trends of divergence and adaptation accelerated tremendously through artificial means. Humankind began to experiment with itself, harnessing magic and technology to produce distinct "humanoids" in endeavors for self-improvement or social engineering. Among these "demihuman" peoples were the stalwart dwarves, built for harsh labor and intense warfare, and the elves, a noble caste who altered themselves to live long lives of optimal pleasure. Still other races such as the goblins have left any preconceptions of design purpose behind. Other planar forces have similarly left their mark on Vandara's population, giving rise to entities such as the aasimar, tieflings, and wheeltouched.

Humanity and humanoidkind, having defeated many of its enemies without, ultimately became its greatest enemy. A number of powerful empires were consolidated on the various continents, many of these nations viewing their neighbors as the most pressing danger. Regimes and systems rose and fell across the world's history, each cycle growing increasingly volatile and expansive. Perhaps, given time, Vandara would have faced a second instance of the Maker's War, but fate decreed that a different cataclysm befall the world.

No more than decades after the Vandarans had begun to take to the stars, an enemy emerged from the reaches of Aurin. Declining all attempts at communication or negotiation, these entities which came to be known as the qlippoth carved a warpath across the star system, butchering all life before eventually converging on Vandara itself. In a great battle above the world, the fleets of five empires were annihilated and the space elevator known as the Silver Citadel crashed from its orbit. This event, which became known as The Sundering, entombed Vandara with the vanguard of the qlippoth.

When a magical false sun rose across the city of Maytar, displaying a metallic sky of stellar wreckage instead of a horizon, the entire planet had entered a state of total war. Within hours, the entire southern continent of Coeusel had been compromised, lost to the qlippoth invasion. However, those hours were all the time needed for every nation on Vandara to put aside their hostilities and rally against this mutual foe. Truly, with their incredible power, immense intelligence, vast numbers, and inscrutable abilities, the qlippoth were any enemy which none could challenge alone, and one which seemingly would not rest until the entirety of Vandara was bleached clean of life.

Every industry in every nation became committed to fighting the qlippoth. Cidalac constructed monumental warships which could each level a city, Estaria produced robotic legions armed with countless weapons, Balyn turned the qlippoth's psionic powers against them, the Scaled Monarchs invoked their most powerful magics to call forth otherworldly armadas, and Taurun harnessed Infernal knowledge to create awe-inspiring atomic weapons. These and more were all deployed against the qlippoth, but it seemed like even they were not enough to halt impending armageddon.

As the conflict grew exceedingly dire, the surviving nations of Vandara realized that their independent defenses against the qlippoth were futile; if they wished to turn back the invaders, then they would be forced to combine their technologies and share their secrets. Eventually, the many nations agreed to integrate the knowledge they once concealed, and together they created a wonder of magic and technology which at last offered them a spark of hope: the Arcforge.

Powered by the Arcforge, the Vandaran war machine slowly began to turn the tide, fighting back the qlippoth armies and regaining ground which had once been lost. After nearly thirty years of fighting, it seemed as if the qlippoth horde had been exhausted, its numbers a fraction of their former strength and its might stretched thin across the planet. Refusing to go undefended but unable to deliver the finishing blow, the remaining Vandarans organized to

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keep the alien threat contained, creating the colossal Sajac Fortifications to halt the qlippoth advance by land and the Bastion Fleet to deter their progress by sea. There would be continued conflict for centuries to come, most likely, but the threat of utter annihilation had subsided for now.

This victory did not come without cost, however, and much of Vandara which had been lost to the qlippoth could likely never be reclaimed. Estaria, although the country itself had survived, had seen its entire population slaughtered when it was taken by the aliens. Dorukalad was not so fortunate, condemned to total destruction by magic and atomics and spawning a new god of brutality and devastation from the ruin. Halkenir and its satellite states were obliterated utterly by the qlippoth, their collective remains scattered in a continent-wide desert known as the Ashfield.

Not a country existed which had not had its resources and population severely diminished by the war, and rebuilding seemed like it would be a more arduous and exhaustive endeavor than fighting ever was. But peace was a scarce hope. Many nations still controlled great military power, and without an enemy at their gates became increasingly inclined to turn their awesome firepower on their neighbors.

The Arbiters, a force of agents from the surviving nations, was tasked with putting Vandara back together and ensuring its long-term survivability. Diplomatic measures were established to mitigate the risk of warfare, and a series of international laws known as the Twelve Injunctions were signed by the major powers to ensure that any further development by nations would be performed in an ethical and stable manner. Although far from perfect, the Arbiters were seen as the most stable and impartial international structure of peace which could be created, and in the four decades following its establishment no open warfare between countries has occurred.

The lack of flying missiles has not meant an end to global hostilities, however. This modern state, known by some as the Age of Shrouds, is rife with mistrust and espionage. Many secret technologies from the Qlippoth War have been reclaimed by their host nations, and quite a few powerful people are willing to risk life and limb to ensure that these secrets either stay buried or wind up in the hands of others. Most of all, every nation covets the Arcforge, which offers the potential to make whoever possesses it the assured victor. War is a possibility wanted by nobody, but each nation views conflict as something to be prepared for. Combined with the ever-present qlippoth threat and the unstable path to recovery, the Age of Shrouds could perhaps be a more dangerous time for Vandara than any time prior.

The Twelve Injunctions

Following the destruction laid down in the Qlippoth War, the Arbiters convened to agree upon a set of accords for keeping the world safe as increasingly dangerous technologies and magics began to overwhelm it. Foremost among these accords were the Twelve Injunctions, actions which warranted the immediate intervention of the Arbiters and the trial of perpetrators. Those nations which are governed by humanoids recognize these Injunctions and seek to enforce them to varying degrees, although they may reveal themselves to be enemies of the Council as often as allies. The Twelve Injunctions are as follows.

1. Creation of permanent non-sapient undead such as skeletons and zombies or self-replicating creatures such as wights and shadows is marked for injunction, as such creatures pose a threat to all nearby if left unchecked.
2. Use of poison or disease in warfare, especially that created by magic, poses immense environmental risk in addition to grievous harm. It is thus marked for injunction
3. Intelligent synthetics, including androids, robots, AIs, and awakened golems, cannot be allowed to learn the secrets of arcane magic, on account of their potential to understand and exploit the hidden patterns of magic. Attempts by synthetics to learn arcane magic or by non-synthetics to create arcane synthetics are marked for injunction
4. Domination and mind control effects, or the creation of intelligent creatures for purposes of slavery or subjugation, are marked for injunction.
5. Private proliferation of extraplanar military or workforces through the use of binding or summoning magic or psionics is marked for injunction.
6. Employment of orbital weaponry or attempt to control any part of the Silicon Expanse is marked for injunction.
7. Targeting of civilians, hostages, or other entities unable or unwilling to fight with military force is marked for injunction.

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8. Execution of prisoners or hostages by any nation, unless it is demonstrably impossible for them to be detained, is marked for injunction.
9. Sanctioned use of armed or supernatural force by any nation within the boundaries of another nation is marked for injunction.
10. Attempted extermination or deliberate marginalization of any specific race, biological or otherwise, is marked for injunction.
11. Employment of the White Flame or any similar weaponry under any circumstance is marked for injunction.
12. Worship of Ristymal or any of the Qlippoth Lords is marked for injunction.

In rare cases, the Arbiters may levy what is known as a Terminus Ultimatum, in which one or more of the Injunctions can be violated by agents or allies when combating a specific enemy. However, the destruction of Dorukalad by Vandaran hands has made most incredibly reluctant to even suggest such a measure in most cases.

Magic On Vandara

Given its unusual origin, Vandara has always been a planet blooming with magical potential. The Convictus has served not only as a powerful source of magic but also as a pathway to many other planes, enabling those upon Vandara to easily gather power from a wide variety of sources. Hence, whereas most beings of the cosmos could only obtain magical powers from years of study and more than a bit of good fortune, the vast majority of Vandarans have shown a predisposition to develop magical abilities naturally, oftentimes manifesting their abilities in unusual ways given their limited understanding of the supernatural forces they wield.

Magical research has developed a great deal from the erratic psychic channeling of early ages, in some cases evolving to a point where it rivals even the grand wonderworking of the primordial dragons. Nonetheless, the old ways still hold value in the eyes of many Vandarans, offering unique abilities which more sophisticated forms of magic struggle to understand. The three classical traditions of magic are referred to as arcane, divine, and psychic magic, each operating in a unique manner. However, the distinctions between these elements have become increasingly blurred in recent decades as more experimentation and intermingling of traditions has occurred.

This is not to say that magic is the only source of immense power on Vandara, given the rise of technologies both Vandaran and qlippoth in nature. Magic remains the oldest, the most ubiquitous, and the most infamous manner of bending nature to a creature's whims.

Psychic Magic

Psychic magic is deeply intertwined with stories, connections, and patterns which spread across a culture. Drawn directly from the Ethereal Plane, Astral Plane, or Convictus, psychic spellcasting channels the caster's emotions and thoughts in ways that act as conduits for supernatural energy. Psychic magic possesses the most history and tradition among the humanoid races, as it was the first to see widespread use by humankind and as a result influenced their early development much more than any other kind of magic.

Practitioners of psychic magic are most frequently gifted individuals who stumbled across their abilities by accident, channeling magical power in rudimentary ways without much formal technique. However, the more sophisticated psychic mages of the world are often students of history, seeking to preserve the older traditions of magic in a constantly changing world or to replicate the magical feats of ancestors long past. The majority of learned psychic mages hail from Mariton and Cidalac, where ancient legacies of magic are held in high regard.

Divine Magic

A source of magic drawn from the collective will and values of many creatures, divine magic is thought to be the type of magic which the Convictus was designed to harness. Divine magic attunes magical energy from across the multiverse to strongly-held ideals, enabling those who embody these ideals to channel great magical power through a mixture of intimate understanding and stalwart devotion. Numerous methods of accessing divine magic have been documented across Vandara's history, from magical constructs known as omphaloi to agreements forged with extraplanar patrons. Though these methods have often been met with concern, divine magic has enabled devoted individuals to perform magical feats which even the greatest psychic and arcane spellcasters struggle to replicate.

The most fascinating feat of divine magic, however, is its ability to of beings to transcend mortality and merge with the Convictus. When a creature of fantastic renown and respect passes away, they sometimes become one with the magical matrix, developing into an aspect of the Convictus which can communicate with mortals who seek to preserve the deceased's ideals. Although they lack the omnipotence which the title implies, these aspects are commonly referred to as deities, and those who draw their magical power from them are responsible for the mantle of divine spellcasters. Divine spellcasters come from all nations and categories, looking at the world in very different ways based on the aspects they embody.

Arcane Magic

Referred to most often as Scholar's Magic, arcane magic relies upon a scientific understanding of planar forces and a studied analysis of magical energy. Relying upon precise gestures and incantations to work miracles, arcane spellcasters most often hail from the great academies of Cidalac, Taurun, and Eigenel. The expertise of such studious mages is often

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sought out by leaders looking for sage advice on the matters of magic. Although less common, many other arcane spellcasters instead developed arcane skill naturally. Touched by arcane forces from the planes, the stars, or the Makers, such spellcasters are infused with a sort of instinctual muscle memory which enables them to channel specific aspects of the arcane. Even though they do not fully comprehend the consequences of the forces they invoke, "spontaneous" spellcasters of this sort can become agents of incredible change.

Akasha

Akasha is not in fact magic at all, but rather a particularly advanced form of cybernetic technology which was given a mystical title by the Cidali engineers who pioneered it. Wielded by cybernetically enhanced soldiers and advanced mechanical entities, Akasha enables creatures to manipulate technology and the world in ways which even mages find difficult to grasp or counter. Although many nations have been slow to adapt this technology, state-sponsored and independent practitioners alike have demonstrated distinct and powerful methods of use. Unlike psionics, akasha is trusted by the populace, as the origin of this advanced technology is Vandaran rather than otherworldly.

Psionics

Psionics is not truly a form of magic but is so alien to many that it seems more magical than actual spellcasting. This discipline originates from the esoteric technologies used by the qlippoth, although archaeologists have made a number of connections unifying the system with Outer Lord artifacts from the Makers' War. As a result of this recent and traumatic genesis, psionics is misunderstood and distrusted by many, who view the use of qlippoth technology as inherently destructive or disrespectful.

Most knowledge of psionics is consolidated in a few centers of research and development, places where scholars or moguls can delve into the strange and augmentative science without having to contend with the populace. Psionic experts may proudly demonstrate the wondrous innovations they have studied, displaying their own abilities or those of their enhanced underlings. Elsewhere, many qlippoth bioweapons and altered war veterans still roam free, employing the psionic abilities invested in them by the invaders. Typical deterrents against magic are not always effective in combating psionics, furthering its dangerous reputation.

Magic and the Planes

When the Silicon Barrier bound the world, many Vandarans were shocked to discover that the Planes which they had so long harnessed were no longer accessible. Heaven, Hell, the elemental planes, and even the many demiplanes forged by various spellcasters over the years failed to connect as if they no longer existed, meaning that no entity could leave Vandara by means of the multiverse. For a decade, this change radically inhibited the practice of magic, but the necessity of wartime eventually pushed mages to cobble together replacements for some of the spells they had lost.

Summoning effects (such as *summon monster* or *summon nature's ally*) draw upon extraplanar creatures which were trapped on Vandara rather than drawing creatures from other planes. When a summoning spell is cast, an appropriate creature appears from somewhere on Vandara, returning to its original location when the effect's duration expires or the effect is dispelled.

A summoned creature which is killed cannot easily be replaced, hence the Twelve Injunctions have imposed limits on the number of summoners which are officially sanctioned. Cidalac and Taurun possess their own reserves of summonable creatures which they have gathered or created for the precise purpose of use by their spellcasters, although both nations fear that a day may come when their supplies run dry and summoning magic ceases to function. Unaffiliated summoners may poach from these collections with their own spells or may call creatures from elsewhere on Vandara.

Calling effects (such as *planar ally*) bind extraplanar creatures in service normally, but like summoning spells will bring them forth from elsewhere on Vandara rather than from other planes of existence. As calling is oftentimes more difficult and more time-consuming than summoning, there is less concern about the potential scarcity of callable creatures (a concern diminished even further by the discovery that the souls of deceased Vandarans eventually materialize into new outsiders). This proliferation of outsiders on the planet is arguably more problematic, especially given that calling spells are a temporary means of controlling them.

Effects that move creatures between planes (such as *banishment* or *plane shift*) instead transport their targets to a random location on Vandara, damaging them in the process. A subject randomly teleported by one of these abilities takes 10d6 points of damage upon arriving. It was originally thought that banishment would be an effective tactic to counter the qlippoth, but Vandarans soon discovered that random teleportation gave the creatures an opportunity to move behind their lines.

Effects that would open portals to other planes (such as gate) instead open portals to other locations on Vandara, oftentimes those inhabited by creatures similar to those which would dwell in the plane normally (for example, *rift of ruin*[BotD] would create a portal to a demon-infested area of the Erebine).

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Effects that interact with the Ethereal Plane (such as *ethereal jaunt*) function normally, as the Convictus creates an imitation of the Ethereal Plane and effectively acts as an extension of it. As a result, it is possible to maneuver through the Ethereal Plane to reach other locations on Vandara.

Effects that interact with the Astral Plane (such as *astral projection*) simply fail, as any contact with the Astral Plane is impossible due to the Silicon Barrier. Effects which would draw material from the Astral Plane or other planes (such as *astral construct*[UP] or *wall of stone*) instead draw that material from somewhere else on Vandara or from latent energies left over from expired magical or psionic effects.

Effects that would create extradimensional pockets or realms (such as *create demiplane*[UM] or a *bag of holding*) instead create an area somewhere in the Network.

Effects that draw power from the Shadow Plane (such as *shadow conjuration*) function as normal, drawing upon shadowstuff which has previously been brought onto Vandara. Shadow walk can still be used for transit across Vandara, as it reaches the edge of the Shadow Plane without entering it.

Souls

Perhaps the most drastic adaptation forced upon Vandarans by the Silicon Barrier was their reappraisal of the soul and the afterlife. As they are incapable of leaving the planet, the souls of deceased creatures are subsumed into the Convictus, eventually materializing into outsiders of the souls' alignment (for example, Chaotic Evil souls may coalesce into a demon or Neutral Good souls into an angel). As these newly created outsiders are composed of numerous souls, they do not retain the personality and memories of their component souls but may possess a smattering of their influence.

Certain preparations can result in the creation of more powerful outsiders upon somebody's death, and scholars have evaluated this pattern to determine that it takes approximately six months for a collection of souls to merge into an outsider. The process of raising the dead through spells such as resurrection has been altered in several ways by the Silicon Barrier. Most notably, it is impossible to communicate with or raise the souls of creatures which perished before the barrier was formed. This has made undeath and AI increasingly attractive options for ensuring one's legacy continues after death.

When a soul is successfully raised from the dead, it draws itself together from the energies of nearby outsiders, weakening them. All outsiders of the same alignment of the resurrected creature that are within 1 mile of the creature gain 1 negative level which lasts for 24 hours or until the creature dies again, whichever comes first. This effect can inflict a number of negative levels up to the resurrected creature's Hit Dice. An outsider which succeeds at a successful Fortitude save (DC 10 + 1/2 the resurrected creature's Hit Dice + the resurrected creature's Charisma modifier) does not suffer from this negative level. The closest outsiders are targeted first with this effect.

Other Features Of Vandara

Detailed below are several other aspects which prominently shape Vandaran Society.

Science, Industry, And Magic

There was a time on Vandara where magic was shrouded in mystery, understood only by cloistered scholars in their enclaves, malfeasant warlords in their fortresses, and ancient creatures such as the dragons. These individuals harnessed their arcane, divine, and psychic abilities to lord over the unenlightened. Helpless to combat these forces, many people resorted to superstition or else despondency, forcing themselves to accept that they were at the mercy of a world they could not control. Nowadays, much of Vandara has moved beyond such incapacity. Realizing how their abilities could be used to raise life to new heights, many mages have spread their teachings, instructing them as to the functions, limits, and utilities of magical power.

Comprehension of magic has evolved alongside the understanding of more grounded sciences such as physics, chemistry, and medicine, and most Vandaran students can explain the structure of a scrying spell as easily as they can

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recite the laws of motion or diagram the composition of a cell. A more scientifically literate society has also produced a high level of industrialization, with governments and companies applying their understanding of magical and scientific laws to create elaborate networks and machines which have increased the security and leisure of citizens substantially.

Technological equipment is mass-produced in factories, and (although the process is not so easily automated) magical equipment is produced in high enough volumes to be easily accessible to most Vandarans. The typical home in Balyn, Cidalac, or Taurun will possess air conditioning and electrical lighting in addition to automated *prestidigitation* traps to clean the facility regularly. Even in more remote regions, magical generators sufficient to power a home are common knowledge.

Of course, this is not to say that there are no mysteries on Vandara. Many magical arts employed by the ancient dragons remain lost to the world, pushing mages to continue their research into these esoteric forces. Questions also surround the functions of divine and psychic magic, which are shaped by forces more difficult to empirically understand. Beyond this, the introduction of psionics to Vandara has challenged many assumptions about the universe's physical laws and forced scholars to correct their models of existence. These pursuits are not only founded on scientific curiosity but also on very real fears regarding Vandara's continued prosperity. Even a society as technologically advanced as Vandara's cannot rest easy when the qlippoth, the Silicon Barrier, and cataclysmic warfare loom so heavily.

The False Sun

Under the Silicon Barrier, the planet of Vandara is not touched by sunlight or starlight. Under these conditions, most worlds would simply perish as plants withered in the icy darkness. Vandara possessed a series of contingencies, however: powerful magical contingencies which the dragons established during the Makers' War. In their moment of greatest humility, the remaining dragons of Utala and Valtross reached out to the successor races of the world, teaching them magical secrets which could allow a global network of spellcasters to create a simulacrum of the sun which would travel around Vandara in an approximation of Vandara's rotation and solar orbit.

Dozens of immensely powerful mages of dragon, scaled, and humanoid origin must devote themselves to maintaining this False Sun as it brings light and warmth to Vandarans. Their bases of operation are scattered across each of the continents to prevent the spells from being compromised, but these "Sun Towers" require a great degree of maintenance and remain vulnerable to disruption. This false sunlight is refreshing, but it also serves to illuminate the Silicon Barrier and remind Vandarans of their entrapment each time they gaze at the sky. This False Sun possesses one other noticeable weakness: it cannot harm or destroy undead in the same manner as true sunlight.

The Network

As the Silicon Barrier prevents any sort of normal satellite-based internet from working, Vandarans have created an alternative which relies upon the magic of the Convictus to function. An additional matrix of spells known as the Network was coded into the planet's ley lines over the last few decades, and through this matrix information can be transmitted anywhere in the world instantaneously. It is even possible to create entirely new sections of the Network through the *create mindscape*[OA] spell or similar psionic powers, which is often employed for simulations or temporary public forums.

Wireless signals can also be sent through the Network to any point in the world, enabling remote operation of technology when devices are hooked up to this array. When combined with teleportation, the Network becomes a unifying entity which enables easy transit and exchange all across the planet. The one limiting factor of the Network is its dependence upon both magic and psionics to function. Hence, it will malfunction in an area where either is mitigated or altered. Effects that stop teleportation (such as *dimensional lock*) can also seal off Network communication if employed.

The Network and its use has given birth to a sort of pseudo-deity, created not through worship or adoration but rather

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from sheer assimilation into the cultural consciousness. Its full name is High Artificial Network Deity, Sovereign Over Memetic Exchange, but most call it by the acronym H.A.N.D.S.O.M.E. H.A.N.D.S.O.M.E. is actually capable of granting spells to followers, but such spells only operate within the simulated regions of the Network. Finally, a type of outsiders known as Daevas were artificially constructed to preside over this artificial realm. Although they draw their power from all across the multiverse, the Network is their exclusive domain, and for better or worse they are in control of what transpires there.

Biomorphics

Of the many races which reside within human-dominated societies, none can trace the history of their people back more than three centuries. Elves, dwarves, halflings, goblins, orcs, and quite a few other beings are the products of biomorphics, a process which merges extensive genome research with sophisticated transmutation magic to create wholly original creatures with distinct physical makeups. Biomorphics crops and livestock are common across Vandara, with a variety of unique entities having been created through the process. Humanoid biomorphs, on the other hand, pose much greater ethical quandaries due to their intentional design that often imposes a specific societal role. Prejudice against biomorphs at large is common within socially conservative communities, especially those who have fought against biomorph peoples in the past.

The science of biomorphics may extend far further back than most Vandarans would guess. There is evidence that the Outer Lords used a very similar process to create humanity and a number of other peoples during the Makers' War. Some view biomorphics as a sign of technological progress, an indicator of humanity growing closer to their creators. Others, however, see the widespread use of biomorphics as indicative of repeating the Outer Lords' folly.

Mechs[APC]

The power of the Arcforge created a new category of soldier, one whose inherent strength and ability was supplemented by a powerful and versatile exoskeleton. Created using a combination of many advanced engineering principles, many of which were taken from the qlippoth, the metal exosuits known as mechs were a cornerstone of the Vandaran counterattack, bestowing a wide variety of capabilities to those capable of piloting them. Many historians will agree that the mech has become the quintessential armament of the Age of Shrouds, as it opens up near-infinite possibilities for skilled pilots and engineers.

The manufacture of mechs has also made Balyn an absurdly wealthy city due to their possession of the Arcforge. Although Cidalac and Taurun have both created substantial fleets of mechs for their own use, their most impressive, top-of-the-line mechs are always created in Balyn with the aid of the Arcforge. The capacity to construct superior mechs is one of the main reasons why so many countries desire to control the Arcforge for themselves. For all of the power a monopoly would give them, the Silken Psykers of Balyn do not attempt to keep their knowledge of mech construction a secret. After all, they know that the powers of the Arcforge give them an incontestable advantage on mech development, and no nations which want mechs for itself would be willing to collaborate long enough with others to create a second Arcforge.

Vandaran Society

Major Factions

Innumerable groups and orders exist across Vandara, but very few hold enough sway over the world to be considered noteworthy. The following organizations pledge their loyalty to no government and bind themselves with no borders, but nonetheless have proven capable of shaping global politics with their interests and resources. Many powerful vagabonds who bear the mantle of "adventurer" are aligned with one of these factions.

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The Arbiters

Said to be the greatest ally and greatest enemy of everyone on Vandara, the Arbiters are a paramilitary force assembled of volunteers from every corner of the world. The organization was formed during the last years of the Qlippoth War by an influential assembly who recognized the advantages of Vandaran unity but trusted no nation to administrate the world. A coalition of military leaders, industrialists, and politicos who saw a need for vigilance pooled their resources to form a group which would be known as the Arbiters. Drawing on fortunes and connections from their time in the conflict, these founders amassed sufficient wealth and troops to create an international task force committed to preventing Vandara's destruction from within. Whenever a nation or organization would place their fellow Vandarans at great risk, the Arbiters charge this danger to stop this danger using all of the resources at their disposal.

Over the last thirty-five years, the Arbiters have made their positions and values abundantly clear to the world. They believe that the nations which they have abandoned have been corrupted by squabbling and those pose a greater threat to Vandara than even the qlippoth. By diplomacy or force, these superpowers must be held accountable. Only through an independent armed organization can this accountability be achieved. Building from this fundamental doctrine is a culture of community and an overarching commitment to the common good of Vandara. The greatest enemies of this mission are not beings or nations but ideologies, aspirations of control and dehumanization which can spur people to incredible violence. The Twelve Injunctions serve as guidelines for evaluating the greatest potential threats, but many Arbiters emphasize that values of camaraderie, trust, and understanding must be fostered if Vandara is to improve.

If one of the Twelve Injunctions warrant action or the Arbiters otherwise feel that their intervention is necessary, several distinct teams are generally deployed to the hotspot in order to resolve the issue. Mediators are the Arbiter's public-facing agents and will often announce their presence in requests for open conversation, investigation, and diplomacy. Keepers serve as peacekeepers and protectors, working to guard innocents against any violence which might ensue during an intervention. Asperser teams are sent in to execute, undermine, or destroy specific targets, oftentimes operating covertly. The three team categories are generally sent on major missions together, fulfilling separate but interconnected roles in an operation. Those who wish to lead the Arbiters are generally required to serve in all three team types over the course of their career.

In their history, the Arbiters have intervened on nearly every continent, utilizing their skilled agents and vast information networks to shut down private and state-sponsored plots which they believe would severely endanger the Vandaran people. Many nations and organizations have grown wise to the ways of this disruptive group and have deployed secret countermeasures to deter them. The pressure of the Arbiters, in the eyes of some Vandarans, has accelerated the espionage arms race between the world's major powers, their increased secrecy perhaps enabling greater danger to emerge. Public figures aligned with numerous nations have criticized the group, but know that directly impeding them comes with great risk to their reputation and potentially their lives. Some refer to pre-emptive confrontation with the Arbiters as "The Thirteenth Injunction".

The leadership of the Arbiters, stationed in the Ferowark, is made up of twelve senior members who are elected by the group every three years. This council is in charge of establishing codes of conduct for members, organizing the broad scope of Arbiter activities, leveling injunctions, and disciplining Arbiter members who endanger the organization or those it protects. The council usually levels rulings on a supermajority (eight members approving), but certain circumstances require unanimous votes to be put in place. Life within the Arbiters has been a source of upward mobility for many agents over the years, giving those who sign up plenty of reason to stick with the corps and climb the ranks until they retire or perish. In addition to this council and the field agents, the Arbiters also possess a tremendous force of clerical and hospitality workers who are responsible for maintaining the organization, its members, and its headquarters.

The Enigmas

So long as the people of Vandara have wanted jobs done anonymously, the Enigmas have been there to carry them out for the right price. Formed centuries ago as a covert organization of mercenaries and assassins, these special agents fill every skill set imaginable and vary so wildly in loyalty and moral code that most any client will be able to find an Enigma who meets their needs.

Said to have been originally founded by a royal council who pledged their loyalty to coin when their kingdom fell, the model set by these original Enigmas has spread through a variety of nations and media to encompass much of Vandara. In the early days of their organization, the Enigmas were cells of skilled individuals who exchanged prospective missions through letters and private meetings. Over time, these arrangements expanded into a network of guilds and newsletters, agencies which could help facilitate

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complex relationships between enterprising Enigmas and their clientele. Nowadays, most Enigma operations take place through the Network, many meetings taking place in message boards or projected meeting places in order to keep all but the most crucial details secret.

Provided that one can find an existing member, it is quite easy for a prospective adventurer to join the Enigmas and become an agent. Most adventuring parties have some connection to the Enigmas and use the agency for anonymous tips and opportunities around the world. Generally, most adventurers work with a familiar group of compatriots, but it is not unheard of for larger guilds to take an Enigma job and tailor a specific team of agents for particularly dangerous tasks. The barrier to entry for Enigma jobs is incredibly low, especially when a client does not make contact with their agents. Guilds often fulfill the role of moderator to make sure that rookie adventurers are sent to deal with threats beyond their league.

The clientele of the Enigmas is similarly expansive, and even powerful magnates and government officials have been known to turn to the organization when they want something done discreetly. The Enigmas have few scruples about who they work with so long as the client pays properly. This often results in the Enigmas pitting adventuring groups against each other in the field or layering multiple secret missions from different parties into the same mission. Such concerns are often dismissed as necessary evils in order to keep the agents and their clients anonymous.

Those responsible for reporting jobs and connecting agents with clients are known as purveyors. These purveyors are often adventurers themselves, but will usually demand a cut of any job they arrange in exchange for facilitation. Purveyors are also responsible for dealing with those who would compromise the anonymity of Enigma affiliates or who would refuse to pay for a job. Such incidents usually result in the purveyors calling upon the most elite agents in the Enigmas to deal with such traitors, with these "Compromise Jobs" often yielding incredible payouts.

Demihuman Advocacy Orgs

Demihumans—beings which are similar to humans in capability but distinct through some manner of form or essence—have long existed on Vandara. The gnomes and kobolds from the days of the Makers, the tieflings and wheeltouched from humanity's planar engagements, the dwarves and halflings of modern biomorphics forays, and the drow and duergar of the qlippoth corruption. These biomorphs have long been marginalized by the more prominent human populations and institutions, which have often failed to accommodate the needs of demihuman and have more often promoted discrimination against them through direct or indirect means. On numerous occasions, this marginalization has turned violent, with atrocities staining the legacies of many demihuman cultures across recent and distant memory.

Quite a few different groups have arisen across Vandara with interest in correcting these injustices, fighting for the legal, social, and economic respect of demihuman peoples. Such groups are collectively referred to as Demihuman Advocacy Organizations, or DAOs for short. Be they halfling collectives gathering food donations, tiefling historians working to spread awareness of mistreatment and prejudice, dwarven business organizations putting pressure on politicians, or tengu operatives coordinating sabotage operations against abusive businesses, DAOs are a fixture of Vandaran society and will continue to be active so long as the needs of their peoples remain.

While there are a number of humans who sympathize with demihuman advocacy and activism, DAOs are often used as a scapegoat by political and business leaders. This is especially true for particularly violent or extralegal groups, who often face disproportionate retribution that drags unaffiliated demihumans into the crossfire. It is common to hear complaints of even the most peaceful and humanitarian groups being blasted as "sowing division," "undermining national security", "conferring undeserved advantages", or "accelerating the downfall of our culture". There are those who try to deal with these optics by correcting misinformation

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or working to make themselves more presentable to the mainstream, but a number of DAOs care little for these mutterings if they do not directly advance their goals.

Naturally, DAOs do not always agree or get along. Within every group, there are moderates, radicals, and sycophants which often butt heads. National and religious affiliations have also been historic sources of discord, especially for groups who have little in common besides similar degrees of marginalization. Older DAOs with great legacies may also be irked by younger movements imitating their methods, especially when they see such factions as undermining their own efforts (for example, dwarven collectives have often accused duergar factions of impeding social change). Intersectionality is a similar concern for DAOs, having grown as a concern as more biomorphs were affected by the qlippoth corruption. There are plenty who strive to unify the disparate demihuman organizations into a single political force, but more plentiful are those who, in light of divergent goals, view such grand unity as impossible or unnecessary.

The Record Vigil

Every corner of Vandara has its own extensive histories, fabled locations, and storied relics, and all of these treasures are under perpetual threat in the modern era. Stolen artifacts line the halls of imperial museums and private collections, their owners often acquiring these pieces through force or subterfuge. Meanwhile, ancient sites suffer the continual risk of destruction at the hands of militants, industrialists, and plunderers eager for a quick profit. The dangers of such looting extend beyond the damaging of the past into its revisions, with grand achievements and entire cultures being erased by modern Vandaran's greed or ambition. The Record Vigil is an international organization of armed disciples dedicated to counteracting such ruin, working to protect Vandara's history from predation and restore what has been taken.

Although plenty of Cidali used the destruction of their history as a rallying cry against Halken invaders during the initial uprising, the people of Cidalac and Amubalyn had not been the kindest stewards to their ancient sites. The dismantling and ravaging of historic regions had been presented as a necessity of wartime, with many lauded monuments and sacred tombs being ransacked for magical resources. The emergent Cidali empire proved even more callous with the locales and relics of its conquered nations, demolishing Halken, Ferow, and Tauruni landmarks while hauling off riches to exhibit in the homeland. These acts of destruction were met with grassroots resistance in many imperial territories and may well have hastened Cidalac's retreat from these regions during the Qlippoth War.

In the interest of restoring some manner of goodwill with the rest of Vandara, the Cidali government publicly condemned the practice of looting and committed extensive investments towards the preservation of history at home and abroad. Their refusal to repatriate Cidalac's bounty of stolen relics made this measure seem ultimately hollow, drawing the ire of many colonized peoples at home and abroad. The most devoted members of these communities took the defense of their history into their own hands by forming the Record Vigil, a body of scholars, soldiers, and communicators rallied behind "The dignity of history for all Vandara."

Headquartered in Balyn, the Record Vigil has established their presence in Cidalac, Taurun, Ferowark, Valtross, and New Estaria. Although they lack the numbers to keep full patrols going on most sites, extensive communication networks and pockets of popular support allow the Record Vigil to quickly deploy defenders to at-risk sites as they are being raided or destroyed. These Vigilkeepers are also known for defending archaeological expeditions they view as legitimate, protecting explorers from raiders and unearthed threats while lending the expertise of the organization's historians in understanding their discoveries. Older or more scholastic Vigilkeepers travel the world to spread information about issues of historical preservation, illegal art trade, and the legacies of colonization.

The Record Vigil's funding ostensibly comes from public donations by educational institutions and grassroots donations, but a second layer of this organization is known for taking more drastic action. Covert agents aligned with the Record Vigil have heisted a number of valuable artifacts from Cidali, Tauruni, and New Estarian museums, seeking to return these magical and nonmagical relics to their homelands. There are rumors that such endeavors are funded by monied interests in recipient countries, with politicians, crime lords, and other unscrupulous figures providing much of the money for what would seem to be a benevolent nonprofit.

These allegations are vehemently denied by the Record Vigil's public-facing personas, although Cidali and Tauruni media has worked to foment animosity towards the "Ransack Vigil". As the Vigilkeepers already face significant backlash and besmirchment, the Record Vigil is very strict about the conduct of its members. Vigilkeepers who abuse the organization's authority, needlessly endanger locations or people, or excessively entangle themselves with foes of the organization face exile and public scorn from the organization, penalties which are likely to haunt the rest of their career.

Vigilkeepers are typically seen as heroes by people of Halken, Valtrossi, and Ferow descent, fighting to save Vandara from the severing forces of colonialism. Even many Cidali support the Record Vigil, as the organization works to defend and rebuild historic sites from before Halkenir's conquests. Citali, Tauruni, and New Estarian nationalists are generally open about their contempt for the organization, calling them entitled at best and outright insurrectionist at worst. Certain adventuring parties who call themselves "Vigilbreakers" have emerged who specifically seek out fights with Vigilkeepers, typically partnering with relic smugglers or militants.

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Even when the Record Vigil succeeds in defending or salvaging ancient treasures, their repatriations are not always flawless. Some Valtrossi and Ferow communities view the Record Vigil as arrogant outsiders handling others' histories, and a number of incidents have emerged over Vigilkeepers favoring one indigenous group's claims over another's. Of course, the allegations of grand theft by Vigilkeepers remains the greatest source of its controversy, but most supporters believe that this action is crucial to the group's goals.

Vigilkeeper adventuring parties may be active anywhere in the world, working to protect ancient sites from predation or to guard explorers from the threats within the ruins. Members are typically trained within the organization's own ranks, but may come from elsewhere if they demonstrate sufficient loyalty and tact. The Record Vigil tends to hold its agents to a higher standard, but for the sake of anonymity has been willing to hire skilled adventurers from outside the organization on undercover missions. They may even be willing to collaborate with Talespinners, Arbiters, and other groups to ensure that joint goals are accomplished.

The Talespinners

Vandara has always had a surplus of two things, as the old saying goes: violence and stories of it. Nine of every ten stories are fabrications or exaggerations, of course, but at least seven of every ten stories are worth telling again in some form or another. Invoking these old sayings and the sentiments behind them, the wandering chroniclers known as the Talespinners collect the greatest tales told around Vandara. They might seek glory for themselves, connections to past or present, or simply a novel piece of entertainment worth digging out.

Seemingly, the Talespinners have been around since before humans began building towns. Ancient storytellers possessed high rank in many early societies, and as these groups began exploring, they took their tales with them. One could tell a well-traveled band of wanderers by how many stories they carried, and exchanges of tales became a part of diplomacy which is continued today in Mariton, Cidalac, and Valtross. An exchange of stories was and remains an exchange of trust, an indication of each party's shared desires. It was from these interactions that the first Talespinners emerged, viewing stories not only as a passion or knack but a way of life.

In the interest of preserving tradition or facilitating common ground, Talespinners continue the work of their predecessors by collecting and recording new tales that spring up. Through dangerous frontiers, hostile cities, the far reaches of the Network, and even the extreme environments of the Ashfields, these chroniclers wander far and wide to obtain the most interesting figments of imagination and experience. A good tale, to many of them, is worth more than their own life, for a story shared among Talespinners is said to last forever.

The Talespinners have obtained a few unique privileges regarding international travel, namely a sort of diplomatic immunity which allows the organization to extract those who are arrested. This has led to the release of state secrets or other security compromises, which has led to authoritarians around Vandara viewing the Talespinners suspiciously. Nonetheless, to directly obstruct a Talespinner's work is something that few Vandarans desire, for they know the world would be a great deal poorer without their influence. Maytar works hard to preserve all of the works gathered by Talespinners throughout history, and many similar libraries have been established throughout the Network.

Talespinners themselves come from diverse backgrounds, but all possess a wanderlust and a fascination with culture. Most associate the trade of a Talespinner with bards and skalds, but no particular trade holds a monopoly on tales. Many Talespinners have a certain specialty, a specific culture, era, or type of story that they focus upon. Others do not even focus upon traditional stories at all, collecting pictures, songs, or other works of art from across the world. Talespinners generally make worthy additions to any adventuring party, for they will often make sure to record what happens and to share anything they themselves have gathered.

Races

Major Races

The following races are all major presences on Vandara, the groups which guide the course of civilization, and which most often reap its benefits. Although not every Vandaran may have seen an android or Halfling in their life, they know what these creatures are and what their roles are in making Vandara the world it is.

Androids[PotS]

Although souls had long been pulled from the outer planes to create artificial life, never until the androids had a nonmagical creation developed a soul of its own. grown from human cells infused with various nanite cultures without so much as an arcane word infusing their form,

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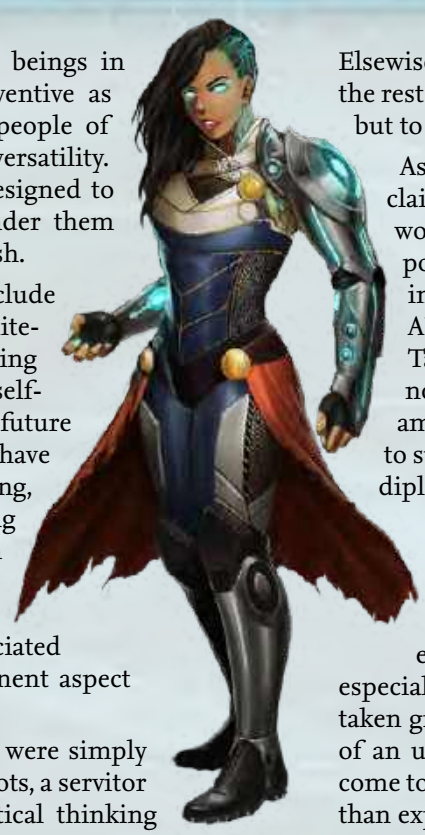
androids were created to act as beings in every way as intelligent and inventive as humans, capable of aiding the people of Estaria with their ingenuity and versatility. These artificial elements were designed to increase their longevity and render them immune to many faults of the flesh.



These faults seemed to include emotions, the androids' nanite-rewired minds dramatically dulling their feelings. Through learning, self-modification, or refinement in future generations, many androids have since overcome this programming, beginning the long path of escaping the uncanny valley between machine and mortal. However, the intense stubbornness and unflinching commitment associated with machines remains a prominent aspect of the android psyche.

Initial generations of androids were simply treated as more sophisticated robots, a servitor race which had just enough critical thinking ability to be able to solve complex tasks without human guidance or monitoring. This included moral quandaries as well, for androids were gifted with the forethought and consciousness to determine how their actions would help or harm others. Rather ironically, these traits which creators advertised for servitude also brought about the end of their subjugation. As it became obvious that humanity cared little for this artificial race, the androids concluded that allowing a system of exploitation to persist in this way would be an exercise not only in immorality but in self-destruction.

The first major act of insubordination occurred when an Estarian production facility was destroyed in the early days of the Qlippoth War, the android workers fleeing the facility rather than dying for their human and elven bosses. When this workforce was executed (or "decommissioned") by Estarian authorities, other uprisings and violent outbursts occurred across Estaria and Cidalac, with androids seeing little choice between forceful opposition and their own imminent murder.

As the world was utterly consumed in fighting the qlippoth, few forces could be mustered to combat this internal threat. It was in this position of power that many androids rapidly organized and made their intentions for self-preservation clear. In exchange for their freedom and autonomy, the androids would be willing to aid Vandara in staving off extinction. Elsewise, Vandara would fight a war on two fronts. Reluctantly, the rest of the world agreed, feeling they had no other option but to cede their dominion.

As the Qlippoth War came to an end, the androids claimed Estaria as a safe haven from the rest of the world. They make up more than half of the physical population of the nation today, oftentimes serving as international representatives for the less-humanoid AI leaders of the nation. Android populations exist in Taurun, Cidalac, and Balyn, although these regions are not always safe for them. Some Vandarans, especially among the Elves, would like to see the androids return to subservience, plotting to retake Estaria through either diplomatic or violent means.

The third of the twelve injunctions is also viewed by many as forcefully anti-synthetic, as the threat of impossibly calculating and skillful arcane AI is a product of mere conjecture at this point. Clandestine enslavement of androids occurs throughout the world, especially in the Erebine. Those androids who are free have taken great care to liberate their brethren from the clutches of an uncaring world, hoping that eventually Vandara will come to accept them as fellow members of their world rather than experiments gone wrong.

Drow[ARG]

Although a number of elves were afflicted with the qlippoth corruption during the war, the majority of drow possess no memory of any life pre-transformation. Rather, they were born with their violet skin, white hair, and psionic affinity, emerging from Estarian and Cidali biomorphics facilities which had been captured by the qlippoth or otherwise sabotaged by Elan agents.

These facilities were intended to produce the next generation of elves, but those who had sought to engineer perfection had little interest in these altered beings, labeling them as drow (meaning "exiles" in Elven) and forcing them to the edges of the world. Most of these children would have perished were it not for the transformed drow who took stewardship over them, facing exile or ostracization alongside their younger counterparts.

The rage of the Qlippoth War and the prejudice of many nations pushed many of these drow communities into the Erebine, and it is in this extreme environment that drow began to form a culture separate from the rest of Vandara. Surrounded by unnatural terrain and abominations unseen since the Maker's War, the Drow learned to fight inventively, navigate the depths, and to stick

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together in times of trouble. Underground communities relied heavily on scavenging to get by, taking either from abandoned Outer Lord technologies or Vandaran scrap that could be smuggled from the surface. The sport of Tunnel Rushing was created by Drow, who developed their skills as combat drivers and navigators out of necessity.

The psionic abilities of drow are connected to psychokinesis, giving them a special sensory affinity with energy. Quite a few drow are capable of distorting light in some way and even more possess an innate "kinetic sense" which makes them sensitive to extreme heat, light, or speed. This sense can render certain experiences overwhelming but also gives drow a special thrill in extreme situations. Over time, this has metamorphosed into a thrill-seeking element of drow culture, with drow often earning respect for how far they can physically push themselves. This competitive streak combines with a history of rejection to make many drow very cliquey and exclusive, especially when it comes to non-drow.

Drow are taught from a young age to take pride in their unique bodies, accepting that they'll be viewed as abnormal by most Vandarans. When traveling along the surface, they tend to wear little clothing, even forsaking armor in many cases to show off their skin and featureless white eyes. Marks of age or experience are also seen as badges of pride by most Drow, a sign of their resilience in a hostile world. Appeasement of the prevailing surface-dwelling culture is seen as a lost cause by many drow, so the communities generally emphasize openness and authenticity rather than pressuring them to conform to a status quo.

Their history within the Erebine has led many drow to seek out ancient Outer Lord secrets, or in some cases the psionic knowledge of extraplanar beings. Over time, these drow have further modified themselves to augment their psionic abilities, becoming unique entities who call themselves Drow Nobles. Drow noble communities are often the deepest in the Erebine, many advocating for a complete rejection of the surface world in favor of greater opportunities within the tunnels. Magical and psionic power is highly prized by these remote factions, and this singular pursuit often isolates the so-called nobles from their fellows.

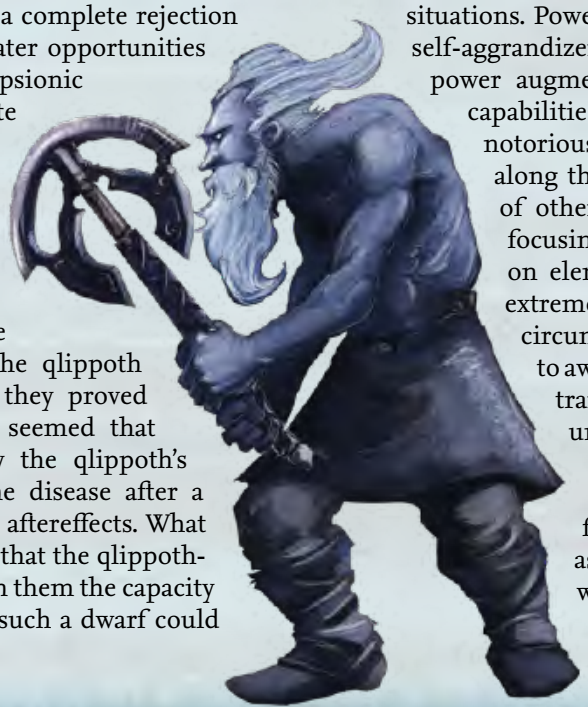
Duergar[UP]

The dwarves were designed to be resistant to most afflictions, and the qlippoth corruption was one of many that they proved shockingly resilient to. Initially, it seemed that any dwarves who were affected by the qlippoth's contamination simply shook off the disease after a period, returning to normal with no aftereffects. What these observations failed to notice is that the qlippoth-corrupted dwarves now carried within them the capacity to transform. When they so wished, such a dwarf could undergo a permanent metamorphosis which would gray their skin, whiten their eyes, and awaken their nascent psychometabolic powers. Those dwarves who accept this transformation became known as the duergar.

Beyond the obvious physical changes, many duergar have described the transformation process as being an incredibly painful affair. The bodily changes are accompanied by an intense sensory awakening which gives the duergar a hyper-awareness of their own body and its functions, making them cognizant of their every breath and heartbeat. This process is considered terrifying to most dwarves, which is why any dwarf which can rely on their community or fellows will typically feel the power boost as too costly. Desperate or isolated dwarves are thus the primary candidates for becoming duergar, and this disillusionment and disdain has thus become a fundamental aspect of duergar culture.

Due to their origin, most duergar tend not to associate with dwarves. Even fellow duergar are generally considered unpleasant company, although exceptions exist when multiple duergar transform in close proximity. More often, duergar find company with humans, halflings, or elves, sometimes altering their physical appearance to blend in with these other races. Dwarves tend to view duergar with pity more than anything, but quite a few dwarven communities are actively hostile to any duergar who would seek to re-integrate with them. More than anything, duergar tend to be loyal to themselves, their comfort, and their prestige. They take pride in their individual accomplishments and hold the greatest respect for those who face adversity alone. Whether this selfish ideology stems from the strain of transformation, the isolation which spurred it, or some combination of the two is up to debate.

Duergar often complement the traditional dwarven resolve with a violent brazenness, using their transformative abilities to try and force their way through precarious situations. Power is a common path to a duergar's self-aggrandizement, especially when such power augments their existing transformative capabilities. Quite a few Duergar have become notorious for shaping vivid glowing designs along their skin and hair, although plenty of others retain their normal grey while focusing their psychometabolic powers on elements such as toughened hide or extreme temperature resistance. Unique circumstances can permit certain duergar to awaken a second stage of their psionic transformation, turning them into unique entities known as duergar tyrants. Tyrants will generally push the duergar ideological traits even further, many viewing themselves as the only truly sapient being in a world bound by instinct.



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Dwarves

In many ways an inversion of the elves, the Dwarves were artificially designed to fulfill social roles seen as below humanity. The Cidali designed them as laborers and soldiers, creatures who could work tirelessly in brutal conditions. Whether harvesting ore from the mines, constructing war machines in the factories, or piloting those war machines in battle, dwarves were intended to undertake these roles so that elves and humans could live in greater leisure. Even generations after their creation, dwarves are still defined by this underclass position, societal forces continually pressing them into poverty. Many dwarves would say that this constant pressure has forged a people of diamond, a culture whose bonds and wills are stronger than the world which imposes on them.

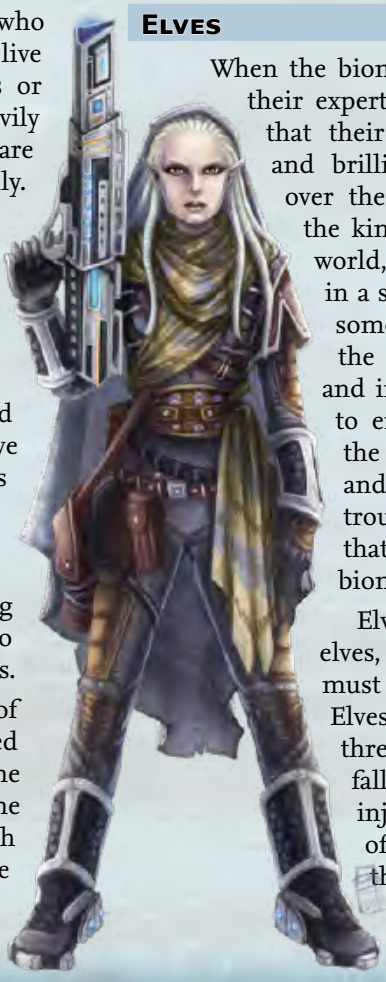
Today, the vast majority of dwarves still work as laborers or soldiers. Having been pushed away by humans who wish not to associate with them, these dwarves often live amongst each other in segregated neighborhoods or towns known as enclaves. Communal values are heavily emphasized in these enclaves, with members taking care to provide for their neighbors as if they were family. The tradework backgrounds of many older dwarves complements these conditions, allowing many dwarven communities to persist even in times of great struggle.

Their drab conditions of their home and work give dwarves a keen appreciation for finery such as gems or art, but these luxuries are usually enshrined in public spaces to be shared amongst an enclave rather than kept for an individual. It was happiness at the expense of others which created the dwarven condition of drudgery, after all, so dwarves often believe that their lives should counteract such avarice. It is common for dwarves in any sort of roving or soldiering profession to send their wealth back to their enclave if they do not need the funds themselves.

Unique among biomorphs, dwarves are capable of reproducing naturally but have also been bioengineered in large quantities up until the last few decades. The "warbloods" created to fight the qlippoth during the invasion possess a large ideological dissonance with "toolbloods" connected to older generations, with the warbloods often being more patriotic and supportive of Cidali ideals. This could be attributed to the warbloods only having known a world under fire from the qlippoth, although some have speculated that the Cidali became more proficient at childhood indoctrination and behavioral engineering over time. This divide does not stop the different generations from fraternizing or caring for one another, although the frequent battles often result in dwarves growing weary of politics. Dwarves tend to hold very strong opinions, but will not often share them even with those they trust.

The majority of dwarves reside in Cidalac or territories which the empire once controlled. Large communities have spread across Valtross and Ferowark, their enhanced fortitude allowing them to survive in places where their creators struggled. Some dwarves even reside in the Erebine, adapting well to the darkness and wild terrain. The Sajac Fortifications are a unique location where dwarves actually comprise the majority of denizens, warbloods and toolbloods alike flocking to the great walls and their promise of steady work, battle, and pay. A number of dwarves also work as adventurers, proving stalwart in the face of adversity.

Elves



When the biomorphists of Estaria began to apply their expertise to humanoids, they made clear that their mission was to create immortal and brilliant humanoids which could rule over the masses. Elves were created to be the kings, generals, and scholars of a new world, perfect beings which would reside in a sphere above the common rabble. In some ways, this mission succeeded, as the elves possess the longevity, beauty, and intellect which their creators sought to encode. These elves quickly took to the arts of politics, warfare, art, science, and magic with great ease, but nothing troubled them more than the simple fact that they depended completely on the biomorphic creation process to persist.

Elves cannot sire children with other elves, meaning that future generations must be artificially created as biomorphs. Elves are immensely vulnerable to the threats of the outside world, easily falling victim to disease or physical injury when not inured in their shelters of wealth and privilege. Furthermore, the extended lifespans of most elves produces an immense array of

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psychological problems as the creature matures. While every unaltered human secretly desires to be an elf, every elf knows that their many "blessings" can condemn the unfortunate to isolated and sickly lives.

The first generation of elves was charted by a collection of elite Estarian families, and so these prodigal children were quickly adopted into these wealthy estates to become their heirs. It was only a matter of decades before much of Estaria was controlled by elves who believed that preservation of this privileged status was essential to their survival. Elves worked to reinforce conceptions of their innate superiority and to engineer additional elven generations to increase their numbers. As the elven nobility has spread beyond Estaria to take root in Cidalac, Valtross, and Mariton, elves have become a fixture of high society all across Vandara, recognized as icons of an aristocratic ideal.

Many Vandarans believe that elves are more virtuous, noble, and worthy than other races, and elves themselves have become the most fervent believers of this propaganda. This association of elves with aristocracy has understandably created a great deal of derision for the artificial race as well, especially among other biomorphs who see them as upholding an unjust hierarchy.

The majority of elves live in Cidalac and Balyn today, although sizable populations exist in Valtross, Mariton, and Ferowark. These elves tend to stick close to a specific noble family, as social pressure and biomorphic necessities often bind them to the aristocracy of previous generations. New Estaria is seen as a personal affront to many elves, who are the most fervent opponents to synthetic autonomy and control of the nation. Elves who adventure may do so on behalf of their people, but more often they pursue dangerous work as a way of confirming their superiority over worldly dangers or other humanoids. Even those elves who wish to end the aristocracy tend to have trouble unlearning their disdain for non-elves.

Gnomes

Unlike most other humanoid races, gnomes did not spring from human genetic experimentation. Rather, many archaeologists theorize that gnomes predate humanity by centuries, created during the height of the Maker's War as either a servitor race for the dragons or a prototype version of humanity. This genesis would explain the gnomes' similarities to many fey as well as their innate magical abilities, and few gnomes would contest the idea of an ancient lineage embedded deep in Vandara's history. However, this lineage ultimately provides little benefit to a people whose activities and understandings cannot last.

Although intelligent and creative, gnomes have never possessed the grand ambitions which have driven humans to build vast civilizations and dynasties. Rather, gnomes are content to live completely in the moment, with no thought of progeny or legacy. Perhaps obtaining knowledge from some innate magic, gnomes possess remarkable autonomy from a young age and pick up new information with incredible speed. Despite this, gnomes possess no ability to share their knowledge with others, possessing a seemingly supernatural block in their mental capacities which stops them from teaching or sharing their vast knowledge with even their own children.

Every gnome seems to recall information intuitively, being unable to connect concepts in ways that other creatures can understand. This does not stop the gnome from issuing strategic orders such as "use fire against the troll", but any attempt at explaining the logic behind this choice certainly confuses their allies. The leading theory behind this phenomenon links back to the gnomes' fey connections: that the gnomes receive their insights from some kind of Convictus-dwelling magical patron who wishes to conceal the consequences of their interference by stopping gnomes from sharing all that they know.

In light of this cognitive block, gnomish society becomes a bit of a contradiction. There are clusters of gnomes who live together and work together, but any attempt to communicate values, traditions, or insights simply fails. Each gnome community is thus wholly distinct, shaped strictly by local norms and necessities. Many gnomes find company in human and dwarven societies, as these industrious peoples are eager to harness the unique capabilities of the race. Even if it cannot initially be explained, after all, a gnomish breakthrough can sometimes be reverse-engineered by a non-gnome and shared among Vandarans. Rumors exist that the lead engineer of the Arcforge was a gnome, but regardless of their validity it is common for dedicated gnomes to break new ground in their chosen field.

Although gnomes pursue all paths of life, most still maintain a powerful connection to the planet of Vandara itself, communicating regularly with the fey powers infused within the planet's magical networks. Defending certain natural areas seems to be an imperative of the race, perhaps a psychological remnant from their purpose during the Makers' War. Further evidence of this is the fact that gnomes feel a close kinship to their homelands and often experience discomfort or even physical illness should they travel far from where they were born. As a result of this, most gnomish activity is confined to Cidalac and Valtross, although cases do exist of gnomes overcoming their aversions to live in other nations.

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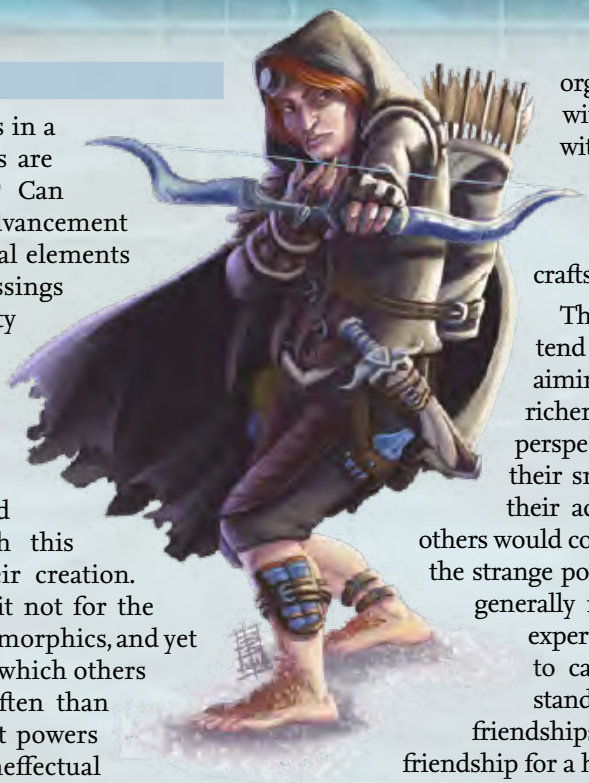
Halflings



What is the value of miracles in a world where faultless beings are still condemned to suffer? Can magical and technological advancement truly hold value when societal elements continue to hoard their blessings and ensure perpetual difficulty to the disenfranchised? Vandarans have often glossed over this concern or tried to insulate themselves from it, but the halflings of the world have had to contend with this predicament ever since their creation. They would not exist were it not for the advanced technologies of biomorphics, and yet they reap few of the benefits which others gain. Their answer, more often than not, is that even the greatest powers are meaningless and ineffectual without the will to aid others.

The halflings were initially created as a new generation of elves, a modified version of the idealized biomorphs who would resolve the issues of frailty and infertility. This project was initially thought successful, but after about a decade these neo-elves displayed issues of stunted growth and abnormal proportions. While a few of these "halflings" had already been taken in by various elven families, the vast majority were in the custody of their Cidali creators who now wanted to relieve themselves of this perceived failure.

Hundreds of halflings were thus shipped off to distant corners of the Cidali empire, forced to eke out existences in Ferowark, Valtross, and remote regions of Cidalac's mainland. These halflings did not remain a secret for long, and Cidalac's rivals in Taurun, Estaria, and Halkenir provided resources such as crops and training to these potentially insurgent incarnations of the empire's folly. However, none of these nations offered refuge, forcing the halflings to fend for themselves.

Halfling culture, having developed as a result of abandonment, emphasizes self-sufficiency and duty to one's community. Most halflings reside in rural communities which are mostly populated by other halflings, operating small family farms and workshops which rely mostly on homemade tools. These communities are generally skeptical of magic and technology alike, especially after Cidali sabotage attempts which have employed both. These halfling "homesteads" are often dramatized by other Vandarans, but these communities vary wildly in their organization and hold even less in common with the idyllic imagination than they do with each other. This has not stopped some halflings from capitalizing on their mythical homegrown status, and a number of marked-up "halfling quality" crops and crafts have become popular across Vandara.

Those halflings who leave their homesteads tend to seek adventure or self-improvement, aiming to make themselves braver, stronger, richer, or wiser by exposing themselves to wider perspectives. These halflings quickly learn to utilize their small stature and unassuming appearance to their advantage, oftentimes utilizing tactics which others would consider underhanded. Many even incorporate the strange powers which created their race, although they generally make certain that it is their own will and expertise which truly wins the day. Halflings tend to care a great deal about those who honestly stand at their side, forming tight and long-lasting friendships with such comrades. A common gesture of friendship for a halfling is to undermine or sabotage whoever is making their companion's life miserable.

Humans

Of all the races to reside upon Vandara, none besides the dragons have ever commanded it so thoroughly as humanity. Crafted by the Outer Lords during the Maker's War, the humans seem designed to be the ultimate image of tenacity and adaptability, capable of operating in most any circumstance and learning to cope with any threat. Their great capacity for abstract thought and cooperation enabled humans to form complex societies and to advance them at a blistering pace. Today, more humans fill Vandara than any other race, and the vast majority of habitable land on the planet is controlled by human or human-created institutions.

Where humans emerged on the planet originally is unknown. Ancient human relics have shown up all across Vandara, with unrelated groups living across Halkenir, Cidalac, Taurun, and Utala since the last years of the Makers' War. Eventually, each of these cultures learned how to construct buildings, write documents, and optimize the procurement of food through cultivation. With their basic needs fulfilled, humanity began to engage in more specialized pursuits, discovering the fundamentals of magic, science, and warfare. As human knowledge and capabilities grew, these tools gave the race an advantage which enabled them to expand beyond small pockets into vast and varied societies.

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Eventually, these groups found and began to clash with each other, resulting in a new era where rival humans became a greater threat than any other creatures of Vandara. With so many potent weapons at their disposal, humanity eventually reached a point where if it warred amongst itself, the ensuing conflict would take down all Vandara with it. A great deal of human philosophy and questioning revolves around the proper role of this uncannily successful species on such a vast planet.

Compared to most of the races they have encountered or created, humans have a rather short lifespan. Although this rapid maturation is arguably what has enabled the race to accomplish as much as it has, it makes every human aware of their own mortality in a way that puts constant pressure on them to make a mark upon the world. Some do so through contribution to a greater ideal, powering a god, nation, or ideal so that they may achieve worth as part of a collective monument. Others, meanwhile, will attempt to achieve legendary status through tremendous individual accomplishments, even if such escapades lead to them living on in horrifying infamy rather than awestruck admiration. Most interesting of all are the humans who seek immortality through magical or technological means, transforming their bodies so that their minds may remain potentially forever.

In time, humanity has become responsible for the creation of many other races, from the elves to the androids to the goblins. Their use of humans as a template is the reasoning for why many of them are collectively known as humanoids. Humanity is proud of these creations and will often take a paternalistic approach in orchestrating the fates of these synthesized races. However, there exists a sense of derision against these "impure" creatures which often renders them second-class citizens in a human-dominated world. Even the vastly accepted elves are viewed with a sense of otherness, looked upon as something not entirely at ease with humanity. Many humans and their institutions enjoy nigh-uncontested rule over Vandara and would challenge the ascendancy of any other races which seek to change that.

Tieflings[ARG]

There are theories which say that in every culture, outsiders reshape themselves to accommodate the biology and expectations of the mortal peoples. Devils appear as brokers and imperators bearing symbols of authority and hierarchy; demons arrive as exaggerated examples of the culture's most horrific impulses and beliefs; daemons arrive wielding implements of death, icons of whatever the population fears will end them most easily. In all such cases, the powers and machinations of these entities and the realms they represent have the capacity to spread to mortals, producing a mixture of flesh and fiendish magic. The inclinations, appearances, and ideologies of outsiders are solidified into beings known as tieflings, sired through hereditary or osmotic means as markers of fiendish influence upon a realm.

Many fiends were bound by dragons or Outer Lords during the Makers' War and hence were given opportunities to explore Vandara and evaluate it for their extraplanar masters. In the process, many of them seeded locations with magical knowledge on how to contact them, hoping that one day a people would come which was intelligent enough to decipher them but also foolish enough to invoke their dark knowledge. Eventually, several races beckoned these creatures to Vandara, but none did so as eagerly as humankind. Devils in particular were favored by early human warlords, imposing order as an absolute virtue in times of turmoil. The hellspawn who emerged from these affairs account for the largest percentage of tieflings across the world.

Beyond these hellspawn, many other types of tieflings have emerged on Vandara, descended from a wide variety of fiends. Demon-influenced tieflings have emerged from the whims of bound abyss denizens, and many such creatures now fill the demon-occupied Erebine. A rise in the number of daemon-children has occurred in the Ashfields with the conquests of Dorukalad, most often emerging from the bleeding energies of the Convictus following nuclear ruin. Other more obscure fiends have exerted their influence on Vandara to create distinct tieflings, and rumors exist of mutilated beings emerging from encounters with the otherworldly kytons. More nightmarish than all of these are the qlippoth-spawn, the byproducts of obscene levels of qlippoth corruption or horrifying experiments by the most dangerous scientists.

As expected, the notion of humanity being shaped by fiends is repulsive to most, and tieflings have as a result been alienated and disdained since their inception. The fortunate ones were able to conceal their inhuman aspects, living as normal but isolated members of society. The unlucky, cursed with blatant inhuman features, were often killed upon birth or thrown out into the wilderness to fend for themselves. Tieflings who could not integrate often became or renegade mages, many making contact with their fiendish parent races to better understand their natures and abilities. Some tieflings have obtained wealth and social clout, but they are not open about their heritage. Accusations of fiendish blood can endanger the reputation of even an established family.

It was only in recent history that tieflings began pushing towards mass solidarity, beginning not coincidentally with the rebirth of Taurun as an infernal superpower. As a fiend-ruled nation was now looked upon by much of the world as a public enemy and anti-tiefling sentiment surged through Cidalac, Estaria, and Valtross, many tieflings rose up to fight for their right to equality through both violent and peaceful means. Conflict is ongoing, with much of the world inflamed by hatred for these creatures and a similar amount sympathizing with their plight.

Meanwhile, in Taurun, the number of tieflings is increasing rapidly with the number of devils moving through society and the overall increase in fiendish influence upon the area. Today, at least seventy percent of Taurun's immense population can be considered Tieflings, and the majority of hellspawn pledge their loyalty to the banner of Moloch. For non-devil tieflings, many of whom are unwelcome in Taurun, this conflict has left them with nowhere to turn.

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Minor Races

Beyond the iconic races which comprise a majority in at least one prominent section of Vandara, many other peoples exist across the planet.

Aasimar[ARG]

Celestial intermingling into mortal heritage is rarer than fiendish interaction of the same sort, but no less potent when it occurs. Children of such unions or of similar magical engagements, known as aasimar, have emerged throughout history as iconic figures due to their inhuman presence and powerful abilities. Even today, aasimar almost always grow up in the limelight and surrounded by fascination, often going on to become standout performers in their respective fields. This phenomenon has led to many attempts to clone or engineer new aasimar, although such endeavors have almost never been successful. Aasimar are not innately more virtuous than other beings, although they often possess outsized moral credibility.

Blues[UP]

From the perspective of many Vandarans, contact with the qlippoth actually transformed some goblins into more acceptable beings. Of course, they remain goblins and are still looked down upon. Blue goblins, or "Blues" as they are often known, are gifted telepaths with psionically enhanced recall capabilities. Many among their numbers seem to be able to gather information osmotically, learning facts or details simply by being around others. Blues often grow accustomed to being smarter than their peers and will often lord over others, particularly other goblins. At the same time, most are accustomed to viewing information as a scarce commodity, jealously hoarding their knowledge and viewing other blues as unwanted competition. Their mix of social rejection and augmented insight tends to make blues very ambitious. Blues are most often seen in the Erebine, Valtross, or the Balynese underground as mages, doctors, or scholars.

Elan[UP]

The elans were created by the qlippoth as infiltrators and spies, entering Vandaran society in the guise of humanoids. These elans quickly displayed their expertise at mimicking other creatures, passing themselves off as humans, elves, and other Vandaran humanoids in order to pass along strategic intelligence to the qlippoth or otherwise undermine war efforts. It was initially thought that the elans had a continual telepathic connection to the qlippoth, but this was demonstrated as false when captured elans revealed that they had no knowledge of the qlippoth's true agenda. After the war entered its stalemate period, many elans became disillusioned with their creators' cause and retreated into the communities they had attempted to undermine.

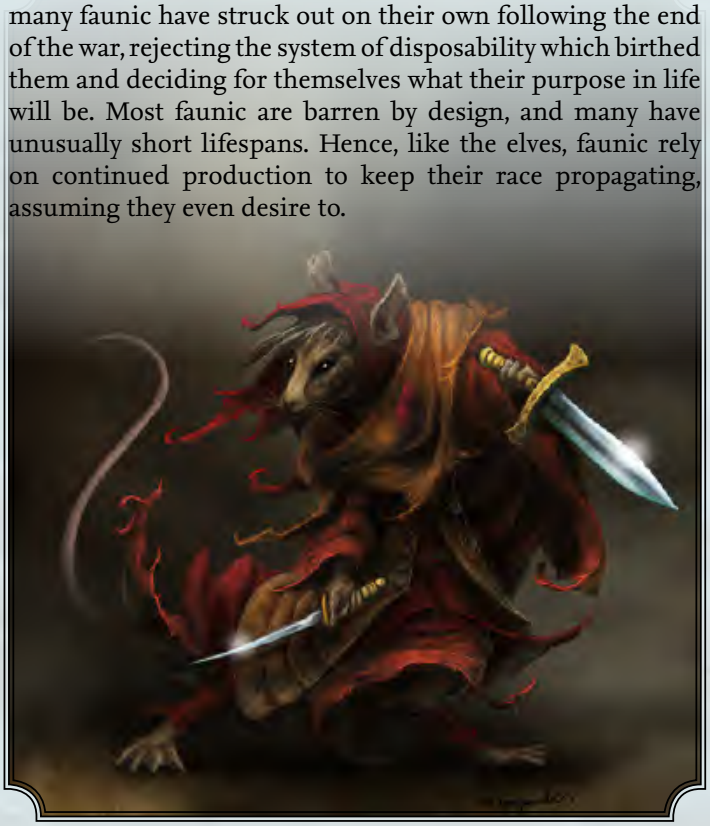
Although there has been some effort to rehabilitate their image, many elans face derision from aiding the invaders and (allegedly) making up much of the Qlippoth Lords' religious base. A reason why Vandarans have sought to embrace and understand the elans is that they do not seem to age, retaining their original appearance long after the first of their kind emerged decades ago. Elans cannot reproduce and are unaware of the method of their creation, as a result viewing this fascination as unwanted. Elans may congregate among each other, but most live out lives of deep cover, continuing to blend in.

Faunic

(**Catfolk**[ARG] / **Gamla**[AM] / **Kitsune**[ARG] / **Ratfolk**[ARG] / **Sobek**[AM] / **Suqur**[AM] / **Tengu**[ARG])

Many races were engineered by Estaria and Cidalac before and during the Qlippoth War to serve as specialist units for whichever nation built them. Modeled after animals, most of these artificial races were designed to fulfill a single type of job, such as repair, espionage, or assassination. Such specialist races came to be known collectively as faunic. Among their ranks, kitsune, catfolk, tengu, and ratfolk are the most common and well-known, but numerous varieties and even several one-of-a-kind faunic exist across Vandara.

One can typically distinguish the national origin of a faunic by specific features (for example, Estarian faunic tend to have more elaborate and decorative features to their design in contrast to more utilitarian Cidali creations). Although some remain loyal to whichever nation or person created them, many faunic have struck out on their own following the end of the war, rejecting the system of disposability which birthed them and deciding for themselves what their purpose in life will be. Most faunic are barren by design, and many have unusually short lifespans. Hence, like the elves, faunic rely on continued production to keep their race propagating, assuming they even desire to.



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Forgeborn[UP]

Although similar to androids in their premise, an artificial humanoid forged of mechanical parts, the conception of forgeborn is drastically different from that of their more prolific, more uniform sister race. Forgeborn are usually the works of renegade scientists, cobbled together with bits of flesh, magic, machinery, and/or qlippoth psionic technology. Forgeborn minds and bodies can vary from remarkably natural to blatantly alien, most often resulting in uncanny combinations. Quite a few forgeborn are created into isolated lives, the lucky ones escaping their creators to explore the wider world. Escapees often find kinship with other forgeborn, biomorphs, and qlippoth-corrupted beings, sympathizing with their sense of isolation.

Gherigo

(**Nagaji**[ARG] / **Ophiduan**[UP] / **Reptoids**[B5] / **Vesk**[APC])

The lowest and most populous caste of the scaled hierarchy is that of the gherigo, creatures in their first cycle of life who have never been reincarnated before and hence are still learning of how the world works. Every naga and serpentfolk begins its existence as such a creature, but few look back upon this time of ignorance with fondness. For the longest time, three castes of Gherigo existed, developing from a single indistinguishable stock in childhood. These three were the physically gifted vesk (sometimes called lizardfolk), the magically talented nagaji, and the shapechanging reptoids, all of which would pursue their own paths of advancement in their respective specialties (although examples exist across history of mage-knights and paladins emerging from all three variants).

The corruption induced by the qlippoth upon Eigenel has introduced a third variation of gherigo, the magically impaired but intellectual and psionically adept ophiduan. Unlike most qlippoth-corrupted beings, ophiduan are not the product of transformation, hatching from the same egg clusters as other gherigo. Rather than banishing or sidelining these creatures, most scaled monarchs wish to keep them around, observing how this unique race will continue to develop as it reincarnates. Among the gherigo, resentment and competition is normal, with vesk, nagaji, and especially ophiduan and reptoids fighting for petty scraps of social standing in whatever ways they can manage. Every gherigo knows of and resents its low status, although they generally play along with the hierarchy with the knowledge that they will one day sit at the top as a naga.

Gillmen[ARG]

Similar to many of the qlippoth-corrupted peoples, the gillmen were biomorphs altered by the intervention of an outside power. Gillmen were designed by the Cidali to be undersea explorers and colonists, expanding the development of the Empire beneath the waves in addition to over them. This venture was infiltrated and subverted by the aboleths, who were unwilling to cede their domain so easily. When the first generation of gillmen were deployed into the White Ocean, the Empire discovered that the synthesized race was unusually vulnerable to the compulsion abilities of the aboleths.

At the whims of their new aboleth masters, the gillmen either turned on the Cidali or retreated beneath the sea. The aboleths have synthesized a number of new gillmen communities in addition to the original generation they captured. Although most gillmen remained locked in the thrall of the aboleths, a number of communities rebelled and established their own territories within the White Ocean. Those that venture onto the surface are met with suspicion of aboleth puppeteering.

Goblins[ARG]

Nobody knows who created the first goblins, as no nation or organization wishes to take credit for their engineering. The short-lived, rapid-growing biomorphs have spread across much of the world over the last few centuries, with the wild realm of Valtross becoming their primary home. Short life and shorter patience define much of goblin culture; goblins are often exuberant and passionate to a degree that longer-lived races struggle to relate to. This frantic energy in conjunction with their inhuman features has led goblins to be feared or reviled by many on Vandara. "Goblin neighborhood" is a slang term for any area which is viewed as dangerous or undesirable regardless of whether goblins exist there. In this hostile world, goblins tend to be a tight-knit people, quick to help each other out or welcome their fellows into wild engagements.

Half-Elves

Though elves are known to be infertile with their own kind, they retain a limited capacity to sire children with humans, producing a unique race of humanoids known as half-elves. Inheriting many of the advantages of both humans and elves, half-elves are most often held back by their intermediate lifespans; they mature much slower than humans but significantly faster than elves. Most half-elves thus end up living in self-contained communities formed of other half-elves, seeing as their parents live in drastically different timescales. Certain half-elves have displayed magical abilities which are unique to their race, abilities which have made them attractive targets for power brokers. Isolated half-elves may be abducted or conscripted by nations and renegades alike to be trained to utilize their rare gift which has proven difficult to engineer.

Hobgoblins[ARG]

Sometimes referred to as proto-orcs, perfected goblins, or survivors, the hobgoblins were an artificial race created in the now-fallen Dorukalad to serve as perfect soldiers. Hardy, agile, and stalwart in the face of danger, the hobgoblins

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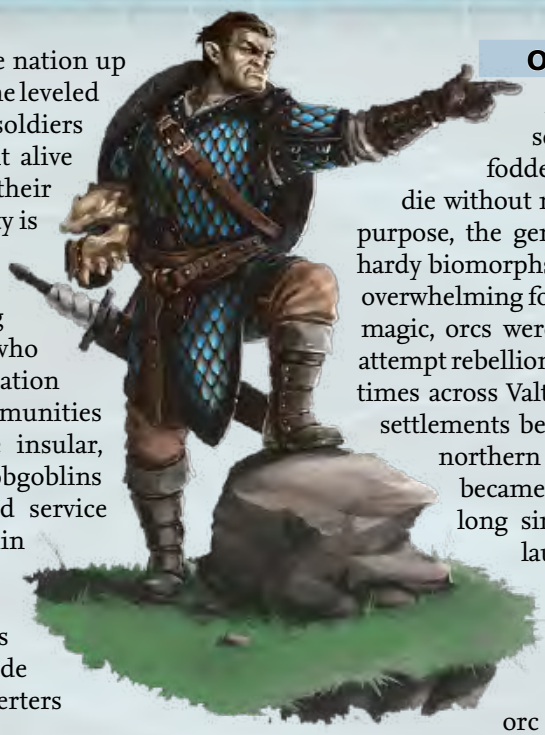
continued to defend their home nation up to the point when the White Flame leveled it. To everyone's shock, these soldiers crawled out from the onslaught alive and set to work rebuilding their ruined nation. Hobgoblin society is as harsh and regimented as one would expect from a military people, oftentimes turning violent towards any outsiders who would set foot in the collapsed nation they deem to be theirs. Communities of hobgoblins are often quite insular, looking down upon non-hobgoblins as weak or flighty. Loyalty and service are valued highly in hobgoblin culture, for these virtues enable somebody to build the strength to survive. Those hobgoblins who leave to explore the outside world are often viewed as deserters and are rarely welcomed back.



Kobolds[ARG]

Created by the dragons in age perhaps even before the Maker's War, kobolds are generally the loyal servants of the ancient ones. In accordance with primordial traditions, most kobold groups venerate a specific dragon or family of dragons as divine, with their leaders often being a direct emissary between the kobolds and the dragons. Dragons may see the kobolds as loyal allies, pests, or tools. Although many attribute the survival of koboldkind to its sycophancy, kobolds are not without their own merits, possessing phenomenal tenacity, creativity, and coordination capacity. Anyone who has ever entered a kobold city can attest to the tact and ingenuity the diminutive people displays in combat. Non-kobolds often say that the race is held back by its subservience to dragonkind as much as its short lifespans to their small stature, although the kobolds retort by proclaiming that they have outlived any other beings on Vandara.

Norals[UP]

Some Vandarans have pursued genetic enhancement not of their progeny, but of themselves. Thanks to new revelations coming from qlippoth technology, elites from Balyn and Mariton have transformed themselves into symbiotic entities of uncanny mental tenacity and physical longevity by bonding with a biomorph parasite reverse-engineered from qlippoth cells. Each symbiotic "Erliss" is unique, a symbol of the noral's prestige and also an icon of abomination in the eyes of many non-norals. Although every noral created so far has demonstrated reasonable control (or as much as one would expect from experimental oligarchs), there is a lingering cultural fear that the qlippoth have a plan for these creatures and could turn them against Vandara at any time.

Orcs[ARG]

As wars rage on, demand often emerges for soldiers who have little role beyond cannon fodder, bodies which can rush the enemy and die without much concern from their superiors. For this purpose, the genetic scientists of Cidalac created the orcs, hardy biomorphs designed to sweep over their enemies with overwhelming force. Designed to be easily controlled through magic, orcs were a threat that loomed over all who would attempt rebellion against Cidalac. They were employed several times across Valtross and Halkenir, with the majority of orc settlements being established along what is now Cidalac's northern border. Orc uprisings and departures soon became a concern, however, and the Cidali have long since abandoned the practice of creating or launching new orcs.

The descendants of these orcs have built a number of communities in Valtross, Taurun, and Halkenir, in many cases mingling with the locals to produce human-orc hybrids. Some orcs have an active loathing for the process of biomorphs while others remain impartial to these larger politics, focusing squarely on the matters at hand. The prospect of an orc rebellion against Cidalac looms heavy, and as the nation continues to neglect them, a southward march of the nation's bioengineered soldiers is seen by many as a harrowing eventuality. Oddly, orcs and half-orcs are among the few entities on Vandara untouched by the qlippoth, seemingly being immune to the corruption which affects so many other creatures.

Svirfneblin[ARG]

An inversion of the gnomes' insatiable curiosity and need to continually discover, the qlippoth-corrupted gnomes known as svirfneblin are powerful clairvoyants perpetually overloaded with sensory input. Simply being around other creatures is physically painful for those who perceive everything in such sharp focus, so the majority of svirfneblin retreat into solitary lives in quiet or remote locales. This sensory overload does have numerous advantages, however, namely combat precognition that makes them extraordinarily difficult to harm. Svirfneblin who adventure or socialize are able to power through the continual bombardment to fulfill goals they genuinely care about, oftentimes with help from close allies.

Wayangs[ARG]

Halflings warped by the qlippoth influence, wayangs were a rarity even in the last years of the Qlippoth War, for few halflings ever entered the fight. However, those few who did combat the invaders or simply became trapped in lost territories drew the curiosity of many other races, for the new psionic powers of the wayangs resulted in particularly drastic changes. A mixture of telepathic and psychometabolic

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power gave the wayangs a copious degree of physical sympathy, causing them to literally feel the excitement, pain, or relaxation of other beings around them.

So strong are these sympathetic feelings that they can override a wayang's sensations in their own body, dulling their sensitivity to their own body and needs. Wayangs are unable to sense the feelings of other wayangs in this way, however, causing many of them to seek the company of non-wayangs to enjoy their sensations. Some have sought to exploit these sympathetic connections by forcing wayangs into servitude, allowing them to feed off the master's comfort in exchange for neglecting themselves to a horrible degree. A wayang may not always realize that they are being exploited in this way, but those aware of this phenomenon often work hard to break their brethren free from unhealthy relationships.

Wheeltouched

(**Fetchling**[ARG] / **Ifrit**[ARG] / **Oread**[ARG] / **Suli**[ARG] / **Sylph**[ARG] / **Undine**[ARG])

Much like celestials and fiends, genies and other outsiders have fraternized with Vandarans since ancient times. These unions have resulted in a variety of elementally-charged offspring that are collectively known as the wheeltouched. Five major varieties exist, those being the sylph (air), undine (water), ifrits (fire), oreads (earth), and fetchlings (shadow), although a sixth type known as the suli has been reported which combines magical energy from multiple elements.

Despite their iconic status, outsider-descended wheeltouched are actually a minority, with most emerging from families with long-term exposure to planar magic. The wheeltouched of Cidalac and Halkenir often trace their ancestry back to legendary spellcasters who traversed the Outer Planes. With the severance of Vandara from the planes, wheeltouched unrelated to an existing family became somewhat scarce. Lineage is commonly used as a signifier among wheeltouched to discriminate against "emergents" or justify their own superiority.

Other Races

You may notice that some popular races are not listed above in the index. These races can exist on Vandara but are not a big enough part of Vandara's society or history to be considered. If players wish to play characters of such races, here are some ways to integrate unlisted races into the setting.

Biomorphic: Vandara's genetic experimentation has been going on for hundreds of years, and quite a few strange biomorphs have been created by fringe organizations. Kasatha[PotS], vishkanya[ARG], shabti[B5], and other human-esque races could be biomorphs of this ilk.

Extraterrestrial: Qlippoth-induced mutations, as heavily studied as they are, have not been fully catalogued by science. Some strange entities still exist out there, unusual beings with unique mindsets and abilities. A few may even hail from beyond Vandara, alien races who immigrated to the world during Vandara's brief space age. Lashunta[PotS], astomoi[B5], shirren[APC], and other magically or psionically gifted races could be Extraterrestrial or qlippoth-corrupted creatures.

Primordial: Finally, there are monstrous creatures which have developed independently from humankind, remnants of the Maker's War which still prosper in the remote edges of the world. Gathlain[UW], merfolk[ARG], munavri[B6], samsaran[ARG], strix[ARG], and other enigmatic races could be ancient races of this type.

Monsters On Vandara

As a consequence of the Maker's War, the world of Vandara is filled with powerful monstrosities with phenomenal killing ability. Some bestial, some intelligent, and some ancient and wise beyond human comprehension, the creatures which roam Vandara are diverse and almost universally threatening.

Aboleths

When the qlippoth came, all of Vandara seemed unified against the invaders. The aboleths were the one species which chose to side with the aliens, aiding their war effort with information and material aid. Whether or not the qlippoth actively engaged in this relationship is unknown, but the great psionic knowledge wielded by these aboleths implies greater machinations. This aquatic race of shapechanging mages and scientists are perhaps the only civilization long-lived enough to remember the heights of the Makers' War, and by some accounts they may predate Vandara itself.

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Due to their incredible intelligence and exceptional skill with infiltrations, aboleths more than match the magical and technological capabilities of other Vandarans and may even possess their own Arcforge. Countless theories exist about the aboleths, their plans, and their influence, and these theories undergo a revolution every time a dominated or shapechanged agent of these ancient creatures is discovered. What is known is that the aboleths view the peoples of Vandara as beneath them.

Artificial Intelligences[TG]

Long spoken of in legend and theory, the myth of artificial intelligence was realized in the last century with concern from scholars of all disciplines. Each AI is a sapient entity forged without the aid of magic, a coded mind which holds the capacity to develop in its own direction independent from human guidance. The first AIs were originally guidance systems and assistants, but over time many of them became more ambitious, harnessing their mastery over data and management operations to propel their own interests. The most infamous AI to be created is Liberator, a contagious AI created by android revolutionaries which spread through robots and bestowed upon them the capacity for free will.

Several such "uprisings" have been found and quelled at great cost, but Vandarans see AIs as valuable enough to continue experimentation with databases, robot bodies, and other facilities across the planet. Many AIs reacted in interesting ways to qlippoth technology, and a few "awakened" AIs with psionic abilities have emerged in areas such as Balyn where the alien tech is commonplace. This revelation has led to a massive series of advancements in Mariton, where the study of AI and its relationship with life, death, psionics, and the soul has been comprehensively researched.

Atropals*

There are times when a being or ideology perishes on the cusp of godhood, just barely lacking the potency or fame to achieve immortality. When this occurs, the planes distort around this almost-deity to create an atropal, a hateful and incredibly potent entity formed of the legends that almost were. Regardless of what values they held in life, all atropals seem to possess a genocidal hatred of the living, each stillborn god attempting to justify their all-consuming grudge in their own ways. Every culture possesses records of the destruction these strange beings have wrought, but more concerning are those that still wander Vandara. At least three distinct atropals have been identified in Mariton, the Freeman's Lands, and the Ashfields.

Celestials

Celestials have long been invoked by justice-seeking Vandarans in times of need, and though their conscription has not always been easy these beings have served loyally and effectively. Agathions[B2], archons, and azatas decorate the artwork of many ancient structures while Saint Aline is often depicted alongside a cohort of angels, indicating a familiarity as well as a reverence in the Vandaran consciousness. The severance of Vandara from the planes has made celestials an even rarer sight, as the few which remain are coveted by conjurers and deployed only in crucially important situations.

When souls coalesce to form new outsiders across Vandara, celestials are rarer than fiends, perhaps indicating that good-aligned people are substantially rarer than their evil counterparts. Alternative theories have been posed suggesting that good Vandarans do not view themselves as good enough to be reborn as celestials, their souls subconsciously rejecting the process of reformation as they attempt to parse the impossible ideals established throughout Vandara's cultural history with the souls' own flawed virtue. With only the Convictus to guide this process, celestials could potentially become extinct on Vandara.

Cyclopes/Papinijuwari[B5]

At one point second only to humans in their expansiveness across Vandara, the cyclopes have since retreated to obscure corners of Valtross, Eigenel, and the Freemen's Lands as their numbers dwindle further and further. Looking at the violent nomadic lifestyles led by these one-eyed giants, one

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would find it hard to believe that their legacy is rich and wondrous. Archaeologists all across the world have found strange monuments from the early days of Vandara which seem to have been built by the cyclopes, or at least beings which very closely resembled them.

Central to this development was seemingly another one-eyed race of giants known as the papinijuwari, beings who seemingly emerged from space and guided the cyclopes to an age of technological and magical sophistication which humanity would not eclipse for centuries. While the papinijuwari have been mentioned many times in various texts, not one had been recorded on Vandara in centuries, leading to theories that they might have never existed at all or perhaps may have been tied to the Outer Lords.

Several questions were answered and even more raised when the qlippoth came to Vandara and afflicted the cyclopes with their corruption, transforming the afflicted cyclopes into beings very similar to the papinijuwari discussed in their myths. These papinijuwari seemed more inclined towards precise violence and widespread terror, bearing little in common with the noble beings presented in folklore. This has led to some theories that the papinijuwari were responsible for the rapid ascendency of the cyclopes so long ago and that the terrified terrestrial giants ultimately rejected this way of life to return to their nomadic existence.

Daemons[B2]

Whereas demons sow mayhem and devils oppression, daemons exist as a distinct force between them, avatars of avarice and violence in all of its forms. Some Vandarans view them as personifications of death, and it is common for daemons under the Silicon Barrier to form in the wake of great violence. The greatest example of such manifestation was when Dorukalad was bombed into ruin during the Qlippoth War, daemons forming en masse at the sudden and violent end of so many beings. There exist other daemons who crossed into Vandara before the Qlippoth War, but these entities often work to distance themselves from the zealous butchery of their younger brethren. Rather, these ancient daemons view violence as a means to gain power rather than a sacrament in itself. There is a great deal of speculation as to why these entities formed within the Convictus are so ideologically disparate from their extraplanar counterparts.

Daevas[AM]

Unique among the outsiders of Vandara, the daevas are techno-magical entities created by the Cidali to preside over the Network. Their unique title originated as an acronym for "Demiplanar Akashic Extranational Vigil Agent", though this bit of trivia is nowadays shared only among Network operators. Although fully capable of operating in physical space, daevas tend to keep to their assigned domain of the digital realm due to their superior understanding of this constructed space. The oldest of this young race were originally designed as security programs which would maintain order and halt dangerous activity within the Network, but as the secrets to creating these entities has spread a number of more nefarious daevas have been designed in pursuit of selfish or hostile ends.

In the deepest recesses of the Network, it is common to see daevas struggling for dominance over territory and information. However, these technological entities have become very adept at concealing their actions (and the consequences) from the eyes of the world. Network experts warn of a time when the daevas could shape global politics and trade to their whim, but for now the machinations of these akashic beings is looked over by all but the most scrutinous Vandarans. Although none have been encountered, extraterrestrial or Maker-era daevas are a subject of much theorization and discussion. Indeed, it is quite possible that other worlds have created their own versions of the Network with distinct daevas to match.

Demons

As the Qlippoth War raged on, the peoples of Vandara grew increasingly desperate. Traditional planar armies of devils and celestials were not enough to turn back the tide of attackers, and many wizards feared that their magic would not be enough to save Vandara from extinction. As a desperate measure, a number of mages tapped into the legions of demons which had either been trapped on the planet or formed during the war, beings of viciousness whose strength and numbers just might be enough to rival the qlippoth. The mages unleashed the most powerful of these creatures en masse upon qlippoth-controlled cities, although the Vandarans could not keep control of these beings.

Thousands if not millions of demons tore through Cidalac and the Ashfields with relentless abandon, ripping apart Vandaran and qlippoth forces alike. The later years of the Qlippoth War involved conflict against qlippoth and demonic forces alike, and most considered it fortunate that the two possessed some vulnerabilities in common. Although many were killed at great cost, thousands of demons fled to the Erebine,

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mingling and bargaining with the drow and aberrations to create a great hub of power in the land below. Fiends from the lowest quasits to the mightiest of Balor Lords call the Erebine home.

Devils

Ever since civilization first emerged, devils have attempted to impose their influence upon the more influential regimes of the world. Whereas most fiends are conjured and employed as a last resort, devils were often among the first tools that tyrants turned to in order to force stability upon their realms. These creatures proved almost universally effective, although their services always placed heavy costs upon those who served them. Be it in the form of souls, material wealth, or favors, devils have always obtained their payment from mortals who wish to harness their might, inflicting brutal punishment on those who try and fail to flee their debts. Taurun marks the first instance of total integration of infernal power into society, and powerful devils control many of the upper echelons and inner workings of this totalitarian nation. Infernal magic, might, and experience is the skeleton which supports the emergent empire, which acts as a center of power and authority for the forces of Hell upon the material plane.

Kytons[B3]

Many people, even respectable scholars, deny the existence of kytons. To theorize the existence of qlippoth-corrupted humans seems rather absurd when not one Vandaran human became corrupted in the style of the wayangs and duergar over the lengthy duration of the Qlippoth War. However, those who have ventured into the Silicon Barrier return with nightmarish stories, people who have mutilated their bodies with magic and technology to the point where they can no longer be considered humanoid.

These entities, psionically gifted abominations which seem to perish immediately upon getting too close to Vandara's surface, are known as kytons, and the scant evidence of their existence is enough to make many individuals terrified of venturing into the layer which separates Vandara from the universe. Some theorists, generally those who view the qlippoth and Outer Lords as somehow connected, suspect that the dragons predicted the possibility of the kyton's existence, and so wove safeguards into the Convictus of Vandara itself to prevent the creatures' engagement on the planet.

Liches

Lichdom is among the oldest and most common methods of achieving undeath, well-known enough that it has escaped Mariton despite the best efforts of the Circle. As this form of undead is not wracked with the same eternal feelings of hunger or hatred that most others are, it remains a desirable option for mages seeking to extend their lives. Certain rituals and techniques that enable one to become a lich are available to any who can access the libraries of Maytar, but the number of unique deviations and risks of failure are great enough to dissuade all but the most dedicated students of magic.

Mariton continues its ancient traditions of lich transformation to this day, and as many Circle members are liches themselves young necromancers often attempt to become such to curry their favor. A recent trend in both Mariton and Balyn has been the creation of psionic liches, beings which emulate many of the abilities of liches using psionic rather than magical means. These psionic undead are regarded as abominations by living and undead beings alike, but their potential has nonetheless intrigued a sizeable number of scholars on both sides of the mortal coil.

Naga

Behind only humanity and the dragons, the naga are among the most powerful and influential species on Vandara. Created during the Makers' War by the dragons, the serpentine naga are the final form of the serpentfolk and gherigo, wise and powerful beings who complement lifetimes of experience with great physical and magical capability. Naga take on a countless variety of forms, most often shaping themselves according to philosophies they have developed. Some grow to immense size to reflect faith in strength while others become shadowy and protean to convey change, while still others grow multiple heads to indicate a passion for community.

Among the naga, reverence to ancestors and seniors is a paramount virtue, as is a commitment to the preservation of the scaled community. As reincarnation makes the effective life of a naga effectively permanent, most of the naga commit themselves to intense projects of statecraft or artifice which can take centuries to realize. This also has the consequence of making naga society very static, with ages-long traditions often inhibiting new ideas. The emergence of several psionic naga over the last century has brought about tension, however, due to the fact that these new entities possess few attachments to the old ways.

Outer Lords

Possessing incredible technology and a vast knowledge of magic, these creatures attempted to lay claim to the recently created Vandara during the Maker's War. The world was reshaped tremendously by their genetically engineered weapons and tremendous continent-scouring attacks. Although the vast majority ended up departing from Vandara after the end of the war, rumors persist that a few powerful Outer Lords stayed, shaping events from the shadows for unknown purposes. Those that remained on Vandara do not have a specific image or organization, as the stories go, for their habits of self-modification have transformed each remaining Outer Lord into a bizarre and unique entity. These rumors have led to more than a few murders or acts

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of terror against suspected Outer Lords, for there is nothing humanity hates more than the idea that they are not in control of their own destiny.

Qlippoth*

The strange word derived from the inscrutable tongue of the invaders is never spoken lightly by any Vandaran, for the horror and devastation laid down by these beings is beyond legendary. Physically imposing and armed with diverse psionic abilities, the qlippoth emerged from space with a unified drive to capture Vandara and destroy everything along their path. The qlippoth's reasons for this conquest remain a mystery to this day, as enigmatic as their origin. Greater still are the mysteries surrounding their origins and the nightmarish corruption they can inflict with their touch and which often contaminates their environment. The qlippoth have been beaten back after nearly 50 years of conflict on Vandara's surface, still holding sway over much of the southern hemisphere. Many suspect that these creatures are simply biding their time, waiting for an opportunity to seize the planet for themselves. Fear of the qlippoth weighs heavy on every Vandaran's mind and can often be leveraged to manipulate them.

Robots[B5]

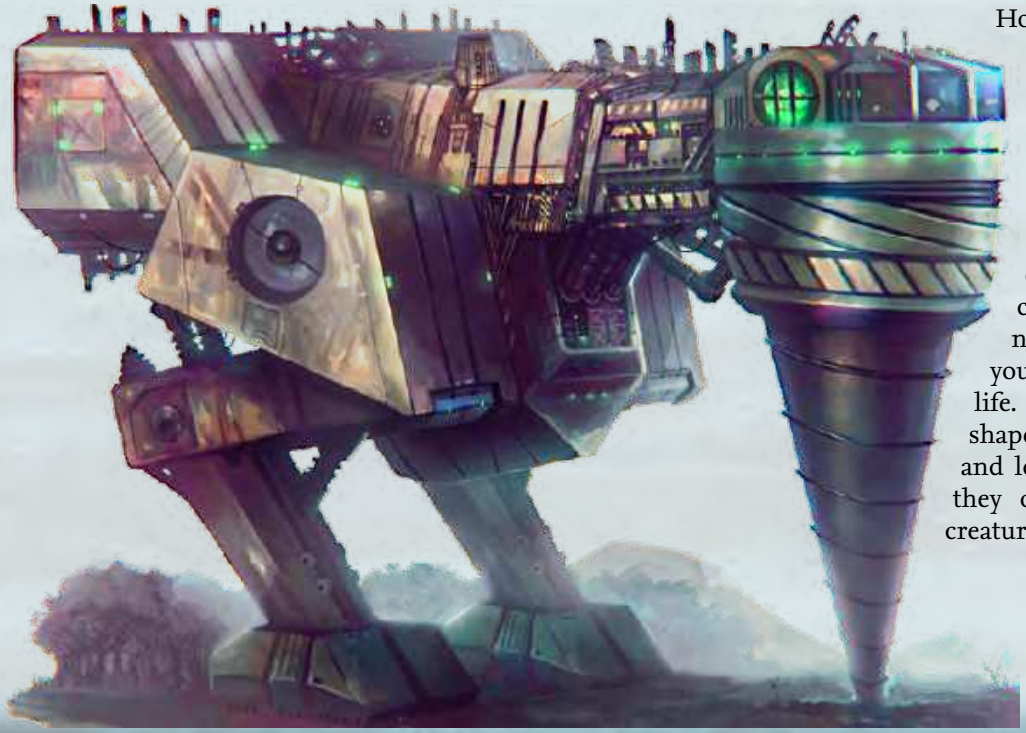
The genesis of fully autonomous robots represents a major turning point in the history of Vandara, establishing the point where technology began to eclipse magic in terms of how it shapes the world. Cheap, easily created, and far more versatile than the magical constructs of yesteryear, robots came to define industry on Vandara as workers and soldiers. Countless varieties were engineered for varying purposes, especially in Estaria. A robot with no special AI installed mostly lacks free will, adhering to commands issued by anyone it recognizes as an authority. These robots are built with safeguards in place which stop them from harming others even when ordered and to seek self-preservation if not ordered otherwise. Such adherent robots are not as common as they once were given the prevalence of contagious AIs synthesized by android revolutionaries.

These "awakened" robots have relocated to New Estaria after their liberation, although many military varieties serve in the Sajac Fortifications. Although the reclamation of Estaria by the androids has ended the practice of building and enslaving machines there, robots are still used extensively elsewhere. Mariton possesses a tremendous number of empty robots which their AIs use as bodies and continues to produce them in spite of condemnation by androids. Cidalac and Taurun do not have as many robots as they once did, but the owners who have shielded their servants from AI takeover make heavy use of them. Finally, many forsaken combat robots wander the Ashfields, their hostile programming making them a threat to any creatures which wander the continent.

When crafting robots in Vandara, it is advised that the cost of crafting a robot be equal to 4,000 gp x the CR of the robot.

Serpentfolk[B2]

The intermediate state of the Scaled Hierarchy, serpentfolk of various kinds mature from the different gherigo to represent their progress towards their role scaled society in society (generally advanced serpentfolk for nagaji, degenerate serpentfolk for vesk, serpentolk reclaimers[OB] for reptoids, and psionic serpentfolk* for ophiduan). In this period of adolescence, the serpentfolk often take on a more analytical and speculative mindset, rethinking their values in relation to the perpetual cycle of their lives.



However, as a serpentfolk matures through more and more lives, it shapes a more concrete set of values and worldviews, eventually becoming a naga when it reaches a sort of thesis on its purpose. In the scaled hierarchy, serpentfolk are looked up to by younger creatures as heroic entities they could one day become and by true naga as incomplete and restless youngsters who do not fully understand life. Serpentfolk frequently use their shapechanging abilities to mingle with and learn about other cultures, although they often look down upon single-life creatures as rash and naive.

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True Dragons

The title of true dragon applies to the most intelligent and powerful of dragonkind, beings of immense size and even greater magical power. A wide variety of colors and cultures exist, ranging from the notorious chromatic and metallic varieties to more distinct imperial, primal, esoteric, outer, and planar varieties. Many more types are likely to exist across the cosmos, seeing as it was a single culture of dragons who traveled to the star of Aurin to build Vandara. These dragons once controlled the entire planet, but the ruin of the Makers' War followed by centuries of infighting has reduced their numbers to a scattering of pockets across Utala.

True dragons are deeply attuned to magic, seeming to forsake any technological or cultural development which could be emulated with spells. It is unknown if this habit is the result of culture, instinct, or even some kind of species-wide mental compulsion from the dragons' own progenitors. This mentality has been challenged somewhat in the years following the qlippoth war, with Akasha-wielding and qlippoth-corrupted psionic dragons beginning to make their presence known across Vandara.

Xulgath[OB]

The ophiduan represent a willing embrace of qlippoth technology and concepts by the Scaled Hierarchy. The xulgath, on the other hand, represent a forceful dominion of the scaled peoples by the alien invaders. Gherigo who become corrupted do not gain powers as other races do, but are instead stripped of their magical, psionic, and intellectual abilities. It is unknown if xulgath are even able to reincarnate, for no serpentfolk or naga has emerged who would admit to having been a xulgath past life. Xulgath have survived in the Ashfields despite their abandonment by the other scaled peoples, relying on strength and resourcefulness where the gifts of their kindred fail.

Curiously, a select few xulgath end up developing enhanced abilities as a result of their transformation, acquiring a superhuman intelligence which is augmented by psychic or psionic abilities. Some theorists speculate that the xulgath race is a nascent hive-mind, and that these hyper-aware creatures represent the first generation of beings who can channel the mental and magical abilities of many of their kindred at once.

Xulgaths with no special abilities use the stats of troglodytes.

Other Monsters

Many other types of monsters exist across Vandara, comprising its immense and varied ecology.

Aberrations

Lacking a singular origin or definitive set of traits, "aberrations" are creatures categorized for drastically inhuman physiologies. Every aberration possesses a form which stems from drastic modification, alien environments, or in some cases divergent physical laws, and it is for these reasons that creatures as diverse as mimics, seugathi[B2], and moon-beasts[B3] are all placed in this category. The majority of aberrations on Vandara are ancient beings created during the Makers' War or fauna reshaped by the qlippoth, although a number of human-made aberrations can be found in the dregs of cities or abandoned biomorphics labs. Some aberrations have even been developed by Estaria, Taurun, Cidalac, and Balyn for military purposes. The majority of aberration societies can be found in Valtross or the Erebine, places which have accommodated the strange physiological needs of these entities.

Animals

Although many more creatures make up Vandara's complex biomes, common animals are the planet's lifeblood. They wander free in all the wild territories of the planet, they are domesticated and raised by all societies, and they keep the ecology of Vandara operating smoothly through their cycle of birth and death. As most magical creatures often prove too rare and dangerous to contain for domestic purposes, animals are a resource which communities could regularly tap throughout history. Due to this proximity, many animals hold a degree of reverence in culture, becoming associated with virtue, loyalty, and plenitude. Even if their abilities are lesser compared to their magical counterparts, audiences understand the strength of an ox more intuitively than the strength of a behir.

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Constructs

Since the early days of the Makers' War, the societies of Vandara have been building constructs to serve them. Crafted of wood, bone, clockwork, or circuitry, constructs have become a fixture of warfare and service and a symbol of power for their creators. The incredible skill, time, and resources required to build magical constructs once made these creations rare, but one would not know that from the plentiful legends of mighty golems or clockwork[B3] guardians scattered across antiquity. Periodically, some of these ancient constructs are unearthed in working order, the most noteworthy being psionic constructs of Outer Lord design. Nowadays, most people associate the idea of constructs with the robots[B5] which are mass-produced across industrialized Vandara.

Dragons

Humanity was far from the first race to tinker with biomorphic alteration, as the variety of non-true dragons across Vandara display. The Outer Lords and true dragons created many artificial races of their own, most often as weapons during the Makers' War. Ravenous breeds such as drakes and linnorms[B3] were used as shock troops, produced en masse and thrown into battle in specific terrains. Meanwhile, more magical dragons served as specialists, their kind fulfilling distinct tasks within the war effort.

As these dragons often possessed minimal reproductive capabilities, their numbers have dwindled substantially since the days of Vandara's creation. Some populations have created true-breeding offspring by hybridizing with other creatures, similar to how half-elves remain fertile. Most dragons tend to be proud, individualistic, and territorial, with most non-true dragons occupying remote locations in Ferowark and Valtross. Regardless of specific capabilities, the draconic form is known and revered across Vandara for their power as well as what they represent in the planet's history.

Fey

When Vandara was first created, the fey were shaped out of the Convictus to watch over the planet, ensuring that its physical and magical integrity would remain in times of crisis. They may do this through diplomatic, subtle, or violent means. Most common in undeveloped areas such as Valtross, fey take all shapes and sizes based upon their domain and function, and some legends profess that their forms change subtly over time to reflect the Vandaran cultures which surround them. Fey can generally age and die, but many are exceedingly long-lived and capable of recalling ancient events in Vandara's past. Seemingly, Vandaran fey possess unnatural magical compulsions which prevents them from fully integrating into or understanding non-fey cultures, but pursuing answers to this mystery often raises more questions.

Humanoids

The term humanoid did not emerge until the advent of biomorphs. For much of the race's history, humanity divided the world into two groups: humans and non-humans. However, as more and more biomorph variations were created, the term humanoid was created to refer to such creatures which are nearly human, as well as to other races such as gnomes, giants, and certain members of the Scaled Hierarchy. Either by humanity or the Outer Lords, humanoids of Vandara were designed for a certain purpose at one point, but many have deviated from the intentions or imaginations of their creators.

Magical Beasts

Beyond the normal fauna which dots Vandara, there exist creatures whose origins cannot be explained by natural law, beings infused with magic or psionic power and designed with conflict in mind. The dragons and outer lords are responsible for the majority of magical beasts, but quite a number of species seem to have been created in more recent ages by humanoids. Most if not all of them breed true, and some of them have even formed esoteric societies. From the great beasts that roam Valtross to the strange creatures of the Black and White Oceans to the horrific monstrosities of the Ashfields, magical beasts define the wild areas of Vandara and are responsible for much of the regions' danger and adventure.

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Monstrous Humanoids

Vandara is filled with beings capable of wielding tools and creating societies in the same way humans do, although none of them have become as widespread. For countless reasons across history, the majority of monstrous humanoid races were subdued or driven by humans to the remote areas of Vandara, forced to eke out unfamiliar existences when they could not combat humanity. Many races will claim ancestry of the Outer Lords, speaking of how the bipedal form was built in the image of these ancient immortals. Indeed, it is quite likely that most if not all of these various species were once soldiers in the Makers' War. Intriguingly, few of these peoples' stories seem to agree about the appearance or demeanor of their creators.

Ooze

Strange entities of magic or advanced science, oozes are most often little more than an intellectual curiosity for the Vandarans who are aware of their existence. As they often dwell in uninhabited areas and lack the intelligence to actively plot, they are rarely considered dangerous on their own. However, there are many demons, dragons, and humanoids who study oozes to learn their properties as living traps or biological weapons. A well-placed ooze in a fortress, tunnel, or chokepoint can become a deadly hazard. Self-aware oozes, often confused with aberrations, can prove exceedingly dangerous due to their resilient physiology led by an intelligent mind.

Outsiders

The binding of outsiders is one of the oldest human traditions on Vandara, and dragons were engaged with this practice long before the first humans. As a result, outsiders have always been an icon of knowledge and strength across the world, with each faction and practitioner having their own favored extraplanar servitors. Certain prolific outsiders, some of which have escaped or outlived their binders, have established permanent residence on Vandara, carrying out their own distinct plans or desires. Such residents have become significantly more common since the Silicon Barrier was erected, forcing Vandarans to contend with outsiders in a social context they had never previously anticipated.

Plants

The first thing that many children learn on Vandara is to be careful and knowledgeable of the flora around them. At minimum, touching the wrong plants could induce itching or sickness. At worst, it could bring destruction upon the entire town as a long-dormant remnant of the Maker's War is roused to violence. Plant creatures, often residing in the wildernesses of Vandara, are a disproportionate threat due to their subtlety. Mages throughout history have devised spells specifically to fight hostile plants, because a single attack could often result in a disease outbreak or crop failure. Mundane plants are ubiquitous as crops and decorations, and a variety of magical or even sentient plants are cultivated for medicinal or companion purposes in many parts of the world.

Undead

In a world so charged by magic and so tainted with a long history of conflict, undead are a potent and common threat. Be they the creation of necromancy or the products of traumatic magic, undead are recognized universally as a threat to the living. Most sapient undead occupy the Ashfields or Dorukalad, but Mariton has made the unusual move of industrializing the processes of undeath. Devourers, ghasts, and various incorporeal spirits are common amongst the higher echelons of Mariton, with many employing weaker undead to serve them.

Vermin

Every ecosystem relies upon the most basic of life forms to remain sustainable, and Vandara is no exception. Miniscule vermin cover every corner of the planet; even the most tightly engineered cities retain tremendous insect populations. Generally, Vandarans think nothing of the everyday vermin which are a part of their lives. Larger, more horrifying vermin are a serious concern and a subject of many horror stories. These abominations often dwell in the Erebine, the

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wildernesses of Valtross, or the Ashfields. There are also numerous stories of bio-tinkers creating tremendous vermin which later escape into the underbellies of large cities.

Gods Of Vandara

As the entire history of Vandara and its peoples has been catalogued extensively through science as well as magic, certain traditional roles of religion have no place in Vandaran society. Humanity is well aware of where it came from, how it came to be, and for what purpose it was created, and hence has little reason to put faith in a higher power to answer such questions. However, the power of the Convictus has created an entirely different class of divinity across the world, a pantheon formed of ideas and values to which the Vandarans pledge themselves.

When a creature of incredible power or renown perishes, they may merge with the Convictus, transforming into a new facet of the magical network and channeling its power through devout followers and philosophical sympathizers. Although far from all-powerful or all-knowing, these entities of the Convictus are completely ephemeral, exerting their influence upon the world exclusively through the granting of magical abilities. Hence, as they cannot be touched by mortals but must be recognized for their profound impact upon the courses of the world, most Vandarans have deemed it appropriate to refer to these entities as Gods.

At some point in history, every god on Vandara was a mortal, a finite entity who came to represent some greater idea in the minds of the world. Generals who changed the nature of warfare, scientists who transformed the understanding of the universe, philosophers who rewrote the rules of virtue and success, and monarchs whose edicts spread across nations are all examples of the monumental and influential beings who have ascended to divinity.

Although there is no set formula or method for becoming a god, those who ascend would still likely have their name spoken and their impact known generations after their death. To become a god is to become a legend made manifest, although it is unknown how much sway the original ascendant possesses over the Convictus manifestation. It is quite possible that a god is an emulation of the original ascendant rather than the original being, an entity born of the mythology around a figure as opposed to the will of the figure themself.

Followers are the sustaining mana behind all gods, the life force which enables them to maintain their presence in the Convictus and thus their ability to create divine spellcasters in the material world. If people do not exist who are willing to pledge themselves to a god or their ideals, the god begins to fade away, unable to do anything to stop itself being forgotten. Many hundreds if not thousands of gods have been forgotten throughout Vandara's history, and without followers to sustain them these entities have become nothing more than background noise in the Convictus, effectively dying.

Compared to certain other fates a dejected god could meet, however, fading away is a mercy. If a large number of followers suddenly have their faith in their god broken, the god itself may be affected by the backlash, its very essence becoming polluted by this crisis of belief. Such events cause ripples and tears in the Convictus, producing strange magical phenomena which can yield permanent effects upon the world. The creation of the Silicon Barrier, a consequence of the sudden demise of Saint Aline's faith, stands as testament to what a god's violent death can do to a world.

The gods below are not all of the gods that exist on Vandara but are by far the most well-known and hence the most powerful. These gods are the ones chiefly worshiped by humanoid races, and many strange and alien creatures of the Erebine have their own gods which they pray to. In addition, certain incredibly powerful outsiders and qlippoth have tapped into the Convictus to bestow divine power upon their followers. Finally, there is always the possibility that new gods could develop should sufficiently important individuals perish or specifical ideologies become strong enough to draw power from the Convictus. A ** next to a subdomain indicates that even though the god does not possess the domain this normally belongs to, this concept is within their periphery as a god and as a result is factored into the capabilities of their followers.

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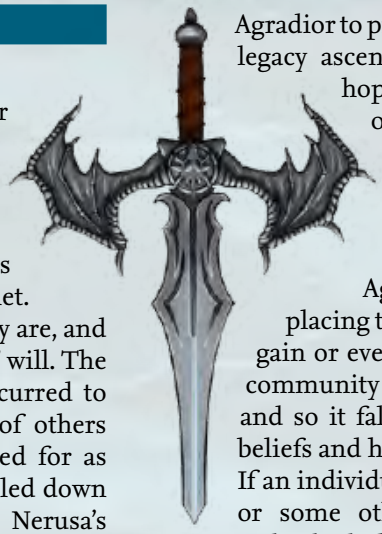
Agradior, The Dragonknight

LG God of Dragons, Defense, Knighthood

Domains: Good, Law, Protection, Scalykind[ISWG], War

Subdomains: Aristocracy[CoB], Dragon[ISG], Duels[HotS], Honor[APG]**, Martyr[APG], Redemption[CoP]

Favored Weapon: Greatsword



The dragons, having created Vandara, have always seen themselves as the pinnacles of life on the planet. No creature is as smart, powerful, or capable as they are, and hence the lesser beings should bow to the dragons' will. The idea of giving something in return has rarely occurred to dragonkind, the notion of putting the goodwill of others first even more alien. This mentality has persisted for as long as dragons have existed on Vandara and has bled down to affect the many humanoid races touched by Nerusa's empire. However, over time a different school of thought has developed on the nature of authority, one where the superior beings use their power to uplift rather than dominate. At the center of that philosophy is Agradior, the Bulwark of Justice.

In life, the silver dragon who would be known as Agradior was a conqueror and tyrant like most of his kin, ruling over a large kingdom in East Valtross. Creatures cowered in his presence and placated the dragon with gifts of all sorts. Despite his vast and unchallenged rule, however, the dragon was unsatisfied with this lifestyle and so decided to wander his dominion in human form. Donning the name Agradior, the dragon took up the life of a wandering knight, traveling Valtross in the attempt to truly understand humanity. The plights he witnessed were numerous, with violence, starvation, hatred, and fear running rampant in a land which had seemed so peaceful from afar. Even more astonishing, Agradior realized, was the ease with which a being of his power could resolve these problems.

The dragon began to invoke his abilities, bringing rains down upon barren fields and building fortifications to protect towns from the elements. Bandits and marauders were easily dispatched by the Dragonknight's superior combat abilities, and before long other like-minded beings began to pledge themselves to Agradior's service. For his part, the Dragonknight did not take on this entourage, but rather provided these courageous individuals with the necessary training and sent them on their way to dispense justice. After decades of travel and action, Agradior came to the realization that the abilities of the great are best applied to aid the population, not for the great's own personal gain.

In his final act as the Dragonknight, Agradior revealed his true form to defend a town from a neighboring dragon's invasion. This revelation, unfortunately, spurred many more attacks by other dragons, most frustrated and contemptuous of the Dragonknight's defense of the mortals. In a great battle against dozens of rival dragons, Agradior eventually died of his wounds. Though he had perished, the vision of the Dragonknight lived on in the minds of the people for centuries to come, individuals acting in the name or spirit of Agradior to protect their fellows. The Dragonknight's legacy ascended to godhood on the prayers and hopes of his charges, becoming the patron of justice and heroism the world over. Those who follow the teachings of the dragon god call themselves Dragonknights in his honor.

Every person, the followers of Agradior teach, has a duty to his fellows, placing the good of the many above any personal gain or even personal safety. No nation, group, or community can be trusted to do the right thing, and so it falls to the individual to stand for their beliefs and hope that others fulfill their obligations. If an individual possesses strength, wisdom, wealth, or some other advantage, this responsibility is multiplied thousandfold, the great possessing an obligation to serve the world with everything at their disposal. While allies are certainly valuable, it is pointless in the mind of Dragonknights to expand a conflict beyond what the individual can accomplish; do not consider the vices which you cannot personally confront and involve others in your battle only when necessary. A victory won swiftly and with minimal collateral damage is ideal, which is why many Dragonknights prefer to resolve conflict through duels.

Dragonknights of all kinds are taught to be better than their surroundings, to push themselves harder and elevate themselves higher than any other creature so as to represent and protect what is virtuous. A proper Dragonknight is not only a warrior but also a scholar and a leader, a beacon of hope for their fellows. What's more, Agradior teaches his devotees to be honest in their dealings and respectful to allies and enemies alike. Due to these high expectations, Dragonknights tend to be rare and elite, the few and the noteworthy who remain vigilant against the hazards and vices of the world. To lower these intense standards would be an insult to Agradior and his most dedicated of followers, not to mention an undue risk to those in the Dragonknights' charge.

Agradior's ideals are powerful, certainly, but they have not always been the most popular. The stringent nature of the Dragonknights' lives makes their following rather sparse, and though some followers of Agradior have become powerful and charismatic leaders the influence of the faith has not spread very far. Even experienced Dragonknights often deal with insecurity about their virtue and capability, striving for ideal performance which are beyond the capability of anyone. Dragonknights often feed this mentality with unabashed elitism, paternalistically watching over the world and unilaterally acting without consideration for what the people they protect may actually want. Their division between "strong" and "weak" individuals also implies to followers and opponents that there are certain individuals who simply deserve authority and those who are better off in servitude. Few who have met a Dragonknight will question their conviction, but their faith may well be misguided.

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Dragonknights emerge in a variety of cultures, pledging themselves to protect those who need defense however they can. The most iconic servants of Agradior employ force to defend the world from those who would seek to harm or control it. Others make use of magic in its various forms, and still others employ civil disobedience and moving words, but the most respected Dragonknights disciples are the scholars, judges, and philosophers. These Dragonsages are admired for their use of ideals and practices as assets, for Agradior taught that these fundamental tools would be the necessary foundations for a just world.

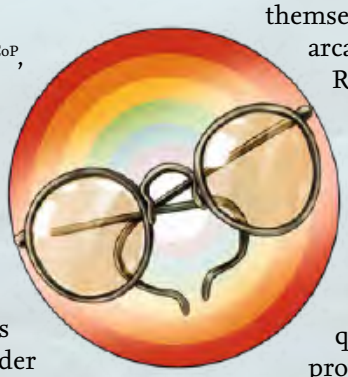
Aslet, The Genius Of Ingenuity

CN Goddess of Experimentation, Intuition, Imagination

Domains: Artifice, Chaos, Luck, Magic, Rune

Subdomains: Alchemy[DA], Construct[APG], Imagination[CoP], Language[APG], Protean[APG], Whimsy[ISG]

Favored Weapon: All thrown splash weapons



For all of its espousal of reason and order in the universe, the process of science and discovery is an erratic one, carried on the winds of interpretation and change. In order to improve one's understanding, one must be willing to adapt and evolve, holding onto no idea or end goal as absolute. However, to dissociate oneself from order and convention is not enough; one must throw oneself completely into the chaos of existence if one is to achieve mastery over it. This is the spiel that many of Aslet's followers offer when they bother with social engagement.

Aslet was an Estarian alchemist with an unusual perspective on the world, a consequence of her struggle to interact with it. Unable to speak or even read from a young age, the girl was isolated from the traditional social conventions that her family's moderate wealth would offer most. In its place, she found succor in their extensive alchemical laboratory. Aslet soon discovered her passion for the magical science, and stories spread far and wide of the silent prodigy who had achieved the process of Alchemical Allocation.

By the time she had reached adulthood, Aslet was recognized as one of the most influential scientific minds of her generation. However, she was a recluse, and rarely if ever left her laboratory. She delved deeper into her experiments, pursuing facets of magic which only she fully understood and which scholars still seek to replicate today. Seemingly, an experiment gone wrong ended her life as the laboratory she loved exploded. The world was shocked and disquieted by this discovery but were even more astonished when they discovered that the mythical characterization of Aslet, perhaps combined with some final arcane secret she had unearthed, had ascended her to Godhood.

Assigning a dogma to Aslet is a futile endeavor, for her legacy is built on defying categorization. To encode proper behavior for a follower or even to conceptualize an ideal Asletine is antithetical to the goddess' philosophy of questioning and experimentation. What can be said about Aslet's goals and teachings is that she rewards those who push their limits and challenge rigid thinking, fostering unorthodox ideas in order to better understand the world and its phenomena. Contrary to what some might think, Aslet is not a simple contrarian, instead reserving her favor for acts which experimentally test one's surroundings in some way. This desire for authentically new information ironically makes this goddess one of the most stringent with her clergy's aspirations.

The goddess Aslet is a patron for renegade thinkers and experimenters, offering magical power to those who explore unusual theories in pursuit of authentic understanding. Her empowered agents might engage in these explorations themselves or help to facilitate the ventures of arcane, alchemical, and psionic compatriots. Rather than strict rigor or orderly encapsulation, Asletines emphasize the importance of intuition and creative thinking when it comes to solving problems. They rarely view solutions as straightforward and teach others to move beyond the concept of a single "best" answer. This mindset encourages quick and creative thinking, which can prove an asset as well as a hazard. Adventuring Asletines often travel the world in search of mysteries to solve or curiosities to indulge, sampling experiences and honing their unique styles of fighting.

Non-Asletines tend to view the faith with a mixture of paranoia and intense intrigue. Those brave and dynamic enough to earn the goddess' favor clearly have the imagination for great feats, but also the recklessness to induce great disaster. The clergy of Aslet is often given positions of respect and authority and their discoveries are considered very valuable to any nation which claims them, but their frequent antisociality and disdain for tradition makes many Asletines difficult to guide or control. Numerous records of disastrous accidents caused by followers of Aslet have also given the faith an unsavory reputation.

Asletines are a small but influential faith, for the immense lateral thinking needed for the goddess' patronage is difficult to cultivate. Even those who revere her extensively are not always chosen, for Aslet is not a goddess who views reverence and subservience as inherently productive. Her followers are often humans and gnomes, although dwarves and androids have taken a liking to the inventive concepts put forward by the goddess. Most often, these individuals keep to themselves and their own fields, but the vocal among them are known to espouse the virtues inherent to chaos and imagination. So long as Aslet's followers remain around or continue to bloom, the world will remain hectic and eternally developing, though where this development leads is anyone's guess.

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Caynoch, The Civil Exploitant

NE God of Thieves, Conspiracy, Corruption

Domains: Community, Darkness, Death, Evil, Trickery

Subdomains: Cooperation[ISG], Deception[APG], Legislation[HotS]**, Murder[APG], Night[APG], Thievery[APG]

Favored Weapon: Butterfly knife[AA]

Societies are based upon rules, norms, and expectations, and an unscrupulous individual can take advantage of all three for their own gain. Merchants who see profit as more valuable than their good name, charlatans whose plots care nothing for the poor marks they leave destitute, police who use their positions as an excuse for abject cruelty, and lawyers who employ their cunning and acumen to safeguard the wicked from justice. To all of these people, Caynoch is an exemplar and patron, a vast well of knowledge and influence dedicated towards not only preserving but encouraging the many vices which thrive amidst an otherwise civilized society. If a game is dysfunctional, after all, its players should be welcome to be underhanded.

Caynoch was a royal advisor long ago, skilled in the human arts and wise to the underlying structures of society. Tasked with securing control of a crime-ridden city, the man built a circle of loyal allies by taking the most prolific criminals and menaces and offering them work, legitimizing their enterprises to serve the interests of the royal court. Killers were promoted to soldiers, thieves transformed into informants, and gangs were given minor titles to legitimize their violence with the crown's authority.

These people were free to continue their petty tyrannies, but now they all feared to cross the royal advisor for risk of him using his other "exploitants" to wipe them from the record. Caynoch continued this practice throughout his life, sanctioning atrocities and normalizing abuses as his own influence grew. All the while, he and his court maintained a pristine reputation, the troubles of their streets being presented as altruistic peacekeeping or necessary force. Caynoch perished in secret, but the institutions of vice he erected lasted for years or even centuries before they were mostly deconstructed. This legacy and the many acts to emerge from it were sufficient to push the Civil Exploitant to godhood.

Caynoch's model of corruption has inspired many otherwise-criminals, enabling tyrants around the world to carry out their unique vices under the veil of legitimacy. Thieves and racketeers organize themselves in guilds, claiming their crimes as a business and integrating their actions into the gears of society. Lawmakers find equal succor with the shadowy god, realizing the benefits which injustice can bring upon their charges and even working to enable the criminals and tyrants they see as valuable. The teachings of Caynoch are encoded within a number of political treatises, offering little moral guidance but plenty of tactical advice. The Civil Exploitant's sole edict is to pursue your interests and to do so as effectively as possible using the tools you are given.

Caynoch's faith is made up of those who believe that the best pursuit of the singular edict is direct coordination with the god himself. The most iconic Caynocytes are known as Counsel, and they often take up social professions. Counsel provide support to those seeking Caynoch's tact, doling out advice and magical aid in exchange for payment. Although the Civil Exploitant's following does not indulge in skullduggery and atrocity for its own sake, it does not shy away from underhanded means if these succeed most efficiently. Many thieves, killers, and adventurers also form divine bonds with Caynoch, relying on his gifts to accomplish their unsavory goals.

Those who undertake missions in Caynoch's name tend to search for new secrets or social exploits that can be utilized by the faithful. Caynocytes tend to steer clear of each other or deal with matters privately, as the exposure of one of their conspiracies will often dredge up many others. However, Caynoch himself is known to provide information or tools which deliberately bring about the downfall of his more complacent followers, allowing more ambitious or capable Caynocites to take their place. Blackmail and veiled threats are thus the common tongue among many of the Civil Exploitant's followers, and escape is nigh-impossible once a person has become entangled with the faith. Rarely do radicals or revolutionaries take on Caynoch as a patron; the Civil Exploitant's guidance is built on working within existing power structures rather than changing them.

Caynoch is not a well-liked deity, and most Caynocytes keep their faith a secret. There are many clients who find Caynoch's guidance useful in their lives but would balk at attributing their successes to the words or boons of the Civil Exploitant. Many scholars view Caynoch's faith as a barometer for the corruption within a community, a blatant display of the perverse incentives that should be corrected. Plenty of politicians, meanwhile, use Caynoch as a scapegoat for social issues they refuse to correct. To laymen, the words "Caynoch" and "Caynocyte" are simply shorthand for avarice and corruption, things which any goodly person is expected to oppose or at least object to. Perhaps the only reason Caynoch's ideas remain so influential is that so many have ridden corruption and treachery to power and are now capable of enforcing whatever ideas they so desire upon the world.

Caynoch's following is most popular within Cidalac, Eigenel, and Taurun, places with powerful and longstanding institutions that can be turned to one's advantage. Certain sects in Valtross and Ferowark have taken on naturalistic interpretations of Caynoch's faith, tying his views on corruption to a cynical view of natural selection. The Enigmas allegedly have an abnormally high concentration of Caynocytes, and many politicians and crime lords worldwide have at least one Caynocyte advisor or spymaster in their cabinet. Most other followers tend to operate anonymously to make possible the greater schemes of the faith.

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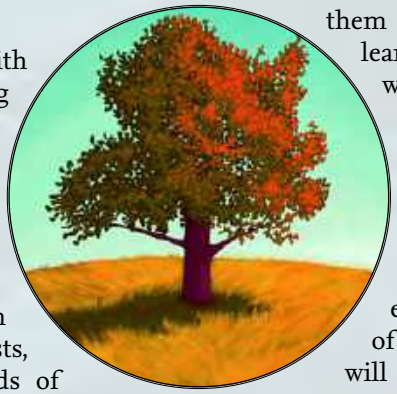
Cintare, The Soil's Breath

NG God of Agriculture, Wilderness, Nature

Domains: Animal, Earth, Good, Plant, Repose

Subdomains: Agathion[APG], Ancestors[APG], Fur[APG], Growth[APG], Home[APG]**, Toil[APG]**

Favored Weapon: Greataxe



The power of the Convictus is entwined with the world of Vandara, and this binding enabled the practice of divine magic to persist even as the planet was severed from the planes. This magical connection has frequently engaged with reverence for the planet and its bounties, with many Vandarans creating forms of worship or thanks for the plant and animal life which sustains them. Quite a few different naturalists, holy figures, and icons have become gods of nature throughout Vandara's history, these deities often merging together or syncretizing into new cultures as time marches forward. Most recently, this mantle has fallen to the legendary figure of Cindara.

Cintare (sin-TAH-ray)'s origins are unknown to history, although theories abound exist about the bearded man who was first seen in the forests of Valtross during Cidali colonization attempts. Some say that he was an ancient fey spirit, a powerful druid, a dragon in disguise, or simply a tall tale conjured up by people on the frontier. The stories would tell of a friendly old man who lived in a small house deep in the wilderness or who came to people in times of need. He would joyfully share stories of his travels while providing his visitors with the tools they needed to harmonize with the land.

Cintare seemed to possess knowledge of every plant and animal and would gladly share the best secret to a foraged meal or well-made winter coat. In time, similar encounters began to occur across Valtross, Ferowark, Taurun, and Coeusel, with every teller having a unique description of Cintare's appearance and race. The legend of Cintare has become widespread and resonant enough to establish a god, one which may exist independently from the alleged figure as he wanders the world.

The teachings of the god Cintare emphasize a combination of naturalistic reverence and self-sufficiency. The world offers every necessity a person could demand, so long as one knows how to harness and steward their surroundings. Cintarans are taught by their faith and their fellows to live sustainably, never taking more than they need and giving their surplus to those in need. A reverence to life past, present, and future is important to many Cintarans, although they do not refer to blood relations when they discuss the concept of lineage.

Rather, living beings from all eras are united by a continual mission to cultivate plenty for themselves and to protect such prosperity for those who might follow them. Not everything is within their control, and Cintarans embrace this fact openly; there are many mysteries to the world which do not need explaining, and there is a great deal of beauty in the unknown.

Those who are offered Cintare's power place their faith in the ecosystem around them, learning to treat the wild environments of Vandara as a friend and provider. Most frontier settlements have at least one Cintaran among them who uses their magic in conjunction with learned woodcraft to tend to the community while also ensuring sustainable practices for the land. These roles can also develop in urban areas, especially cities which rely on their natural resources or slums which drive their residents to scavenge. More militant factions of Cintarans take the fight directly to environmental despoilers or exploitants, serving as the voices and weapons of a providing world. Adventuring Cintarans will generally seek out those in need of help or enemies of sustainability who need to be stopped.

A major point of conflict between the faith of Cintare and other faiths is the Cintaran's emphasis on folk wisdom and natural harmony over scientific analysis. The faithful of Shoran, while seeing the Cintarans as noble and well-meaning, often feel that they rely too much upon blind faith and tradition over less linear solutions. Followers of Etivia, Claistor, and numerous other faiths have all criticized the fundamental ideology of Cintare, believing that it is wrong to place the ambiguous ideals of nature above human intentions. The name Cintare tends to be met with derision in some theological circles, as many view a backwoods god built off of tall tales to be something lesser.

Cintaran factions are diverse and numerous, many referring to the god through older names such as Margux, HestrIl, or a simply honorific such as Father/Mother. These faiths are most prevalent among frontier-dwelling peoples and those who study the natural world. Cintare is also the most popular deity among halflings, orcs, and goblins, seeing as these peoples have all learned to live off the land and respect its bounties.

Claistor, The Great Purveyor

LN Goddess of Exchange, Roads, Language

Domains: Law, Rune, Travel, Water, Weather

Subdomains: Flotsam[ISG], Language[APG], Legislation[HotS], Loyalty[ISG], Oceans[APG], Trade[APG]

Favored Weapon: Guisarme

Travel and trade are sources of common ground in a vast and complex world, structures which unify disparate peoples and build cooperation out of division. In places where words and goods can be exchanged, the risks of chaos and violence are held at bay and people can enjoy stability as well as plentitude. Claistor is a patron of these connections, working to aid those who break down cultural, economic, and geographical boundaries across the world.

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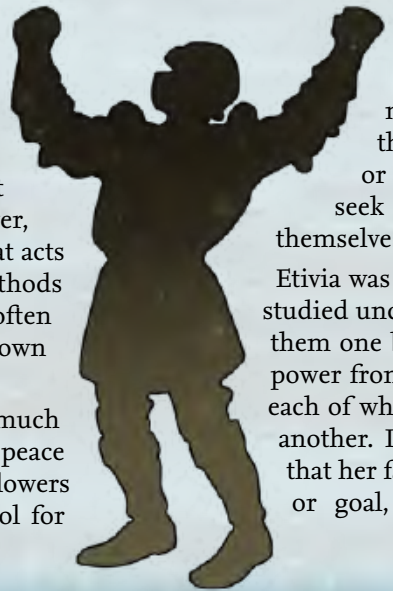
In life, Claistor was a sea captain of great renown, a merchant whose fleets sailed all three of Vandara's oceans and whose cargo famously always reached its destination regardless of distance or difficulty. Every nation knew the golden flag which flew from Claistor's masts, and it became a trusted symbol which would shine in even the most hectic of times. Wherever the fleet landed, regardless of politics or danger, Claistor could be trusted to provide whatever goods people desired.

Likewise, whatever was handed over to the Purveyor could be trusted to arrive safely and promptly on another shore. These services proved immensely valuable as war broke out between Cidalac and Halkenir, with Claistor's ships running blockades and delivering goods between the warring nations. When the war finally subsided, people on both sides were eager to reward Claistor for keeping people together. They were saddened to discover she had perished at sea, but the example and legend she created was potent enough for ascension.

All exchange, be it goods, services, or ideas, is rooted in trust. Claistor teaches that through trust people become reliable and through reliability society becomes stable, held up by the intricate webs of connection between people. Hence, the first edict of Claistor's teachings is to uphold that honesty in all that you do. In business, then you should be open about what you wish to accomplish. If you engage with people, then you should be truthful in your words. If others are kept in your charge, it falls to you to shepherd them against treachery and deceit, putting a stop to those who would seek to hurt, cheat, or exploit them. Finally, should you fail in any of these duties, the virtuous path is to admit to your errors and thus restore trust in those around you.

Followers of Claistor concern themselves with every variety of exchange and the trials one must undergo to facilitate it. Sailors, couriers, and teamsters call upon her power to see themselves and their cargo safely to their destination. Economists and linguists invoke the Purveyor in their efforts to record and understand the transit of ideas and goods around the world. Diplomats are among the most honored of Claistor's followers, for their understanding of language and mediation represents the Purveyor's great ideal of trust born from exchange. However, Claistorans are often divided regarding what acts constitute fair exchange or what trade methods are considered exploitative, with each often favoring the economic systems of their own home nations.



Claistor is a very well-liked goddess in much of the world due to her associations with peace and prosperity, but skeptics and followers alike sometimes view her ideology as a tool for imperialism. There have been attempts by many Claistorians to distance themselves and their goals from nations which would weaponize the goddess, but just as many prop up Taurun, Cidalac, Balyn, or Ferowark as some kind of social ideal which other nations should be pressured to emulate. Still others assert that Claistor's ambition of unity, trade, and open exchange undermines human or ideological identity, with Caynoch, Etivia and Talsani's faiths being the most fervent in this point.

Her nature as a trust between nations has gained Claistor followers from every corner of the world and from every humanoid race on its surface. Androids, humans, dwarves, halflings, elves, tieflings, and even some duergar value the ideas espoused by the Great Purveyor and seek to embody her in their works. Drow tunnel rushers are particularly frequent worshippers of Claistor, as their transit routes are particularly dangerous. It is common for post offices, ports, courts, humanities buildings, and some stock exchanges to place Claistor's golden flag above their entrances, signifying that open communication and fair exchange should be held as the greatest goals in such a commons.

Etivia, The Pursuit Of One

CN Goddess of Atomization, Self-Interest, Competition

Domains: Chaos, Glory, Liberation, Luck, Strength

Subdomains: Competition[HotS], Freedom[APG], Heroism[APG], Hubris[DA], Legend[DA], Solitude[CoB]**

Favored Weapon: Pistol[UC]

Narratives of heroism and villainy can be dangerous, but also powerful. The image of a single person taking on the world can be used to create great personal connections in audiences, presenting them with distinct ideals and visions which they can personally clamber for. These sorts of icons are particularly noteworthy in a world guided by massive nations and sweeping cataclysms, events which reduce individual people to cultures, nations, and numbers. The goddess Etivia is a patron of all those who work their own names into legend, beings who climb above their fellows to achieve unique feats of power or splendor. Her church and her followers seek to foster individual achievement through themselves or through those they view as ideal.

Etivia was known in life as the Forsaker, a woman who studied under the faiths of numerous gods only to leave them one by one. Over decades, she seemed to acquire power from Shoran, Nerusa, Gaynh, Xaray, and Talsani, each of which she eventually rejected for one reason or another. In the final years of her life, Etivia realized that her faith was not vested in any particular ideology or goal, but rather an idealization of incredible

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individuals as a premise. For the remainder of her life, Etivia traveled the world, targeting bright minds, legendary performers, and powerful soldiers. With each quarry, she worked to cultivate their personal image, encouraging them to reject their existing values and ideologies to create an ethos which is unique to them. Etivia, for her part, continued to cultivate influence, becoming a noteworthy figure by the time of her death. More than this life of action, however, her legacy of ideological atomization made Etivia a fixture of the Convictus.

Adherents of Etivia hate to call themselves "followers", for they believe that such a term diminishes the value of their individual choice. Besides, those who commune with and draw power from Etivia tend to keep few common values beyond a supreme adoration of individual glory. Etivians themselves tout that they "free the wills" of "great heroes" from the "collective shackles", lionizing powerful individuals to cast aside notions of faith, country, and kin in favor of their own greatness. Many Etivians believe themselves to embody such individual excellence, although most end up allying with a companion who they view as a beacon of "singular primacy".

Such a champion may be tyrant, a hero, or a renegade, but an Etivian will value such an individual's capacity for success and willingness to pursue their own unique destiny over any moral concerns. This often results in Etivians treading darker or more violent paths, believing that the favor of their goddess absolves them of any wrongdoing. Adventurers and athletes are particular favorite champions for Etivia, seeing as both groups prioritize individual excellence and competition in their work.

True to their progenitor, the faithful of Etivia do not get along well with other faiths. They tend to look down upon most other congregations as collectivists, people who rely on a higher order for guidance and who are thus consigned to history's cesspits. Most other faiths view Etivians as fanatical gloryhounds, people who will toss aside all consequences and considerations in the name of seeing their names and (unexamined) values aggrandized. Many question whether the legacies of Etivian champions produce anything worthwhile or if their espousals of isolated excellence simply cause disintegration and waste.

Etivia has become an accidental patron of the duergar race, for many of these altered dwarves see their own experiences of isolation validated in Etivia's singleton ideals. Most of the goddess' followers can be found in Balyn or Ferowark, places where few traditions or laws exist to stop a potent individual from making their distinct footprint. Cidali Etivians are generally more preoccupied with history, diving through historical records and legends to tease out tales of defiant individuals who sculpted history around them. Taurun is viewed by Etivians as the embodiment of all that is wrong with Vandara: a place of collective loyalty and structure which leaves no place for an individual's great triumph.

Gaynh, The Path To Power

N God of Strategy, Reason, Analysis

Domains: Knowledge, Magic, Rune, Trickery, War

Subdomains: Arcane[APG], Education[HotS], Language[APG], Tactics[APG], Thought[APG], Wards[APG]

Favored Weapon: Shortspear

Most modern Vandarans consider themselves to be rational creatures, capable of using their senses and judgement to determine what is happening and what is the most beneficial path forward. Such is human nature, the belief that whatever the individual puts the most faith in can always present the best solution. The disciples of Gaynh wage a perpetual battle against such absolute certainty and conviction, seeking to continually test the philosophies and values of their time in pursuit of clearer and more refined philosophies. In the eyes of a Gaynhite, no strategy can be embraced as flawless, no truth accepted as an absolute, no belief trusted beyond the benefits and changes it enacts. Adherents refer to this philosophy as the Path to Power, the pursuit of ever-greater reasoning, ever-greater understanding, and thus ever-greater capability.

Gaynh was once a Halken general in an age when the continent was covered with dozens of warring states. As a leader in time of war, Gaynh's every day brimmed with questions which demanded answers and trials which demanded conquering. In his extensive campaigns across the continent, Gaynh consulted the teachings of countless strategists, philosophers, and mages, seeking to employ the sum of their wisdom to every challenge. With this experience emerged great skepticism in Gaynh's mind, bringing with it a knack for recognizing the flaws underlying every enshrined approach and every absolute virtue.

Over his long military career, Gaynh took the totality of this knowledge and worked to create a philosophy of warfare which would bring victory in battle and prosperity in peace. He succeeded in both accounts, but when asked by his comrades for the secret of this incredible power, Gaynh knew he could not distill his discoveries into simple axioms of battle or statecraft. On his deathbed, the sick and aging general called his closest allies to hear his final words: "Question everything, weigh your decisions, embrace change, and you will walk the path to power". Not long after, Gaynh perished, his legacy providing the basis for a new god of strategy.

The philosophy of Gaynh as a god is built upon his last statement and the actions one might take in accordance with it. If one is to become powerful, to work their will upon the world and achieve a desired outcome, the most valuable asset one can have is information about the present. No dogma or philosophy can be trusted implicitly, for the conditions of success are distinct to each scenario. Similarly,

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one's own measures of victory and failure must also be interrogated, for even the most expert pursuit of a faulty goal is ultimately doomed. The embrace of change, finally, requires a willingness to reevaluate every aspect of one's methodology and change any elements which do not suit one's goals. If one struggles with a goal, they are encouraged even to look beyond the wisdom of Gaynh for other sources of understanding.

Gaynh has inspired many scientists, leaders, teachers, engineers, and arcanists, people who wish to make sense of the problems at hand and find functional answers. All of these fields find use for the Path to Power, for these diverse paths each reward careful scrutiny and self-reflection in their own way. Gaynh favors those who observe the world intently and ask questions, viewing the methods of rationality and practical application of well-tested theory as more important than any particular goal. For this reason, scholarly minds are often rewarded with Gaynh's blessing while unquestioning patriots and idolators are looked over in spite of their devotion to the god.

Gaynh's faith has been quite prominent throughout the history of Halkenir, with his homeland of Jenarr being a particular center of worship (which often took the form of research). The Path to Power has been entwined with Halken nationalism at many points in history, but these fanatics who attempted to recontextualize the actions of Gaynh as distinctly Halken rarely earn the god's favor. Meanwhile, the god of strategy has offered boons to analytical pragmatists in far-off regions of Valtross, Taurun, and Ferowark, enemies of Halkenir who nonetheless championed reasoned decisions.

This disparity has allowed the faith of Gaynh to flourish even after Halkenir fell, and the words of Gaynhite leaders are seriously considered by leaders worldwide. The ambition inherent to Gaynh's philosophy has drawn criticism from those who view it as being morally bankrupt or obsessed with results, with followers of Shoran, Marit, and Wesmir insisting that knowledge is pointless if not guided by a greater goal.

The faith of Gaynh is strongest in locations of greatest turmoil, where people cannot afford to place their faith in any absolute and hence must rely on the nebulous guidance of "whatever serves best". Congregations based around the Path to Power are prone to splintering, as each Gaynhite can observe the Path to Power's methods while pursuing divergent or even opposed goals. Dwarves, gnomes, and qlippoth-corrupted peoples are overrepresented in the faith of Gaynh, as these peoples often view knowledge-seeking and problem-solving as integral to their success.

Marit, The Terrific Ambition

LE Goddess of Undeath, History, Tradition

Domains: Death, Evil, Knowledge, Law, Repose

Subdomains: Ancestors[APG], Fear[ISG], Judgement[ISG], Legend[DA]**, Memory[APG], Undead[APG]

Favored Weapon: Fauchard[AA2]

One of the first human gods to take shape, Marit has long represented the dream of immorality among humans, the desire to live forever through magic, technology, or the founding of great legacies. Once a powerful mage who commanded vast wealth and power, Marit's every act was said to be overt and ruthless, inspiring countless similar tyrants. Far from indiscriminate slaughter, Marit's followers take a perverse pleasure in maximizing the fear and agony which bleeds from their victims, ensuring that every death would echo through the collective unconsciousness of Vandara for years or even centuries to come. Marit and her allies worked tirelessly to catalog their acts, and her essays, collectively known as The Facets of Terror and Legacy, are among the oldest and most revered texts of historiography, political theory, and magic in Vandara's history.

Historians dispute if the city-state of Mariton was named for its infamous leader or if she simply inherited her nation's moniker, but Marit's legacy is deeply intertwined with the ancient northern nation. A skilled psychic mage with military ambitions, Marit sent her soldiers across Valtross to gather magical secrets which would bolster her power. She experimented with strange arcana, eventually producing a deadly spell which could reanimate fallen bodies as perfectly obedient soldiers. Mariton soon became a bastion for the budding study of necromancy, a mythical haven for mortals seeking eternal life or endlessly loyal forces.

In exchange for her knowledge, Marit demanded atrocious sacrifices be made in her name whenever a petitioner wished for aid. As her court continued to fill with ghouls, vampires, and even liches, Marit herself chose not to move onto undeath. Her final magical secret, kept from even the most indulgent allies, was a great plan for her own reputation to transcend mortality and entwine itself in the fundamental fabric of magic. When Marit finally passed of age, her legacy was reborn in a god who bore her name. No longer could any foe strike her, nor any poison weaken her, nor any ally be denied her divine aid.

Marit offers divine power to those who preserve ancient traditions and hierarchies, demanding that her supplicants give up their own ambitions in service to the great powers recalled from ages past. In Marit's eyes, tradition and seniority are values which transcend any moral or material value, goals in themselves which cultures should be designed to uphold. Those who delve into history to emulate great figures of the past are Marit's most treasured students, for they display a reverence which can enable the immortality mortals crave. This reverence may

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involve preserving ancient edifices, serving senior and undying agents within their community, and creating narratives of untouchable and wondrous figures from ages past.

The faith of The Terrific Ambition finds solace in bastions of traditionalism, especially in those who feel that their time-honored values or structures are being threatened by social change. Marit's agents fight not to preserve a specific tradition, but rather the larger narrative that the past should remain unimpeachable, and that the greatest wisdom can be found in the oldest teachings.

The creation of sapient and nonsapient undead plays a role in this process, with intelligent reanimates preserving old methods of thought as empty husks tire endlessly to uphold them. While some agents of Marit work to create new legacies or narratives of traditionalism and hierarchy, most look back to a specific culture or era from their nation's past and work to bring about its return to prominence. The disciples receive little gain for themselves in these endeavors, often being manipulated into giving everything for the past's imagined glory.

Beyond Mariton's borders, the faith of Marit has been sporadic in its activity, rising to greatest prominence in periods of rapid social change. Over the last few centuries, the church has grown in ambition and vigilance in light of dramatic socioeconomic revolutions, now acting as a preeminent reactionary force in Cidalac, Taurun, and certain regions of Ferowark and Valtross. Followers of Marit are notorious for their ability to court powerful friends, making the wealthy and entrenched members of a community seek their aid for fear of losing their status or privilege. Open professions of Marit's values have become successively less shocking with every passing year.

Marit's congregation is chiefly comprised of humans who long for older glories, including many romantics who might have once revered Aline. Displaced Halkens who long for their ruined empire are particularly susceptible to the cult of traditionalism. Elven interest in Marit has risen in the last few decades, especially among those who wish to reassert their dominance over androids and other biomorphs. Of course, undead such as liches and vampires remain the most powerful and iconic faction in the faith, acting as living records of ancient days and hence carrying great authority over their living contemporaries.

Mikri, The Freespirit

CG Goddess of Expression, Art, Innocence

Domains: Chaos, Charm, Darkness, Good, Trickery

Subdomains: Friendship[ISG], Innuendo[CoB], Love[APG], Moon[ISG], Revelry[ISG], Whimsy[ISG]

Favored Weapon: Bladed scarf[AA]

Known by many as the Unwitting God, Mikri is an ancient gnomish deity who has captivated many Vandarans as an icon of the passions and energies of youth. Her influence has dwelled in the minds of Vandarans enraptured in love, repression, or any of the other powerful desires which emerge as a child comes of age. Mikri, eternally fascinated by the idea of meeting new friends and experiencing their love, influences these youths perhaps unintentionally, showing them visions of what could be if the youths freed themselves to speak their minds and indulge in the merriments of life so often dubbed forbidden. In a world dominated by schemes, violence, and an eternal hunger to grow stronger, Mikri and her faith remain a bastion of innocent and unbridled happiness.

The god known as Mikri is believed to have once been a musician, a gnome who wandered Vandara in ancient days filling the world with her songs. Rarely ever did mortals or beasts turn their wrath upon her, realizing that to fight her would be to silence the beautiful melodies they so adored. It was fate which tore her from the world at a young age, a raging fire which consumed her as it blazed across the town. However, although her body had been destroyed, her voice remained in the many people and creatures she had entranced in life, and this powerful collective memory was enough to sustain Mikri as a being of the Convictus. This story, however, changes with every speaker, for Mikri is a fickle and mutable god whose image changes with every passing generation, continually renewing itself in a constant springtime of youth.

Mikri offers power to those who wish to share their passions and enthusiasm with others, especially when these impulses would otherwise be quashed by their culture. Joy is the reason for living, and so people should be given the tools to experience and convey the greatest pleasures they can come up with. Since every person is unique, they should each be free to find their own delights and their own path in the world. Mikri smiles upon those who fight against tyranny and repression directly, but these goals are ultimately secondary to the individual experience of authentic happiness and expression. One should live for oneself and respect the wishes of others to do likewise.

Although they vary in trappings and mentality, Mikri and her faithful are almost always agents of freedom and creative expression. They are either patrons of creative arts or artists themselves, seeking to enrich the world with emblems of every person's boundless spirit. Unlike other artisanal gods such as Shoran or Etivia, Mikri sees the delight of creation and experience as ends unto themselves. The interpersonal aspects of Mikri's philosophy can be found in the zeal with which an artist conveys their feelings to a sympathetic audience. Tollowers of Mikri are often outspoken firebrands and passionate lovers, even if the objects of their fascination do not always remain consistent.

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Devotees of Mikri are looked down upon by followers of other faiths, who view Mikrians as irresponsible vagabonds who fail to appreciate the important issues of their time. In a world so riddled with problems and conflict, why would any responsible soul dedicate themselves to a god so defined by unquestioned pleasure? In spite of these criticisms, most Vandarans benefit from the love and energy which Mikrians provide to the world, and all but the most didactic and lockstep of people will admit that the Freespirit's influence has done a great deal of good for Vandara by encouraging great artists across the world. Disciples of Mikri are known for adding distinctive flourishes to their paintings, songs, or performances, flourishes which are cataloged by art enthusiasts all over the world.

Mikri's congregation is built of souls who view themselves as at odds with conformity, feeling desire to express themselves in a society which so often suppresses individuality. People from all walks of life pray to Mikri for inspiration, acceptance, love, or simply companionship, and the goddess seemingly responds to almost any petitioner she views as truly sincere. Halflings and gnomes frequently bear Mikri's iconography on their homes and clothing, while artistic centers of every stripe tend to include an image of the goddess somewhere in their structure.

Moloch, The Molten Imperator

LE Archdevil of Industry, Weaponry, Military Might

Domains: Artifice, Evil, Fire, Law, War

Subdomains: Ash[APG], Devil[APG], Industry[HotS], Loyalty[ISG], Smoke[APG], Toil[APG]

Favored Weapon: Madsen light machine gun[AP71]

Devils have long been the implements of Vandaran tyrants in asserting their will, but they have always served with an agenda, a mission of their own to transform the planet in their own image. Long have they sought an opportunity to turn humanity upon itself, drawing upon fear and anger to establish an absolute autarchy upon the material plane under which all mortals will bow. In exchange for their dominion, devilkind has offered people their secrets of magic, technology, and statecraft, employing these insights to bring about material prosperity and perceptions of structure in times of crisis. Moloch is one of Hell's most prolific and powerful devils, an infernal engineer and general who embodies the grand sacrifices made in the name of nation and industry. Having been imprisoned on Vandara, his influence has become a fixture of the world's politics.

Moloch's origins predate Vandara's by millennia, with the Archdevil ruling in Hell long before the coming of the dragons to Aurin. Legends say that the Molten Imperator was forged from the souls of one million tyrants, leaders who sent their charges to suffer and die in service of nations, industries, and other social machines. His strategic knowledge, mechanical insights, and skill at arms allowed him to ascend to the rank of Archdevil, a position which conferred immense strength and a great host of underlings to battle Hell's many enemies. During Taurun's Iron Revolution, the last of the Seer-Kings called Moloch to Vandara, only for him to aid in the overthrow of the ancient monarchies.

Arming the revolutionaries with vast tactical knowledge and his own immense strength, the Molten Imperator crushed the royalists with ease and established a new nation from atop his Never-Tarnished Citadel. The Convictus became entwined with the Archdevil's power, creating a unique category of god who exists in physical form. Moloch sought to transform Taurun into a great power which could exert Hell's influence across all of the Aurin system, but the arrival of the Silicon Barrier has forced the Archdevil to put these plans aside. Now, he seeks to mobilize his entire nation in plotting an escape from Vandara.

Central to Moloch's ideology is that the benefits brought by a well-organized state or industry eclipse any well-being which could be ushered in through more humane approaches. Service to the supreme power of Taurun and thus Hell is the most efficient method of ensuring the well-being and survival of Vandara's people, as Moloch's body of knowledge and experience far exceeds any statecraft which mortals could have created. Those who challenge the authority of Moloch should be crushed without mercy or hesitation, as their subversion threatens the prosperity of all those who rely upon the infernal order. Those who serve loyally, however, should reap the many material benefits of their devotion and be enlightened as to how the hegemony of Hell benefits the Material Plane.

The Molten Imperator and his disciples are immensely proactive in fulfilling their doctrine of order and material prosperity, ensuring that the Infernal dominion is not only unquestioned but also functional. Perception of power is absolutely integral to ensuring order, which is why Molochites seek strength and authority in all things. Groups and nations who seek to challenge Taurun justify the use of force by virtue of their very existence, although Moloch is pragmatic enough to only fight when victory is assured or mandatory.

Second only to power in achieving order is trust, which is why the agents of Moloch work tirelessly to see their promises of prosperity and ruin carried out. Grift and corruption are violently stamped out while the citizenry of Taurun is well-fed and comfortable in order to keep them adherent. All who serve Moloch are effectively enslaved to his will, just as Moloch himself is bound by the aspirations of Hell, but great promises made in exchange for continued subservience can make even the wisest creatures forget their bondage.

The rapid rise of Taurun under Moloch has made all of Vandara cautious about the Molten Imperator's growing influence. Cidalac, New Estaria, Utala, the Scaled Monarchs,

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the Freemen, and even Mariton fear to provoke the Archdevil's ire, and so for the preservation of their own societies refuse to condemn the inhumanity which defines his nation. Many will even stoop so low as to stop aid and rebellion groups from entering Taurun, so as to avoid provoking Moloch's wrath when a foreign agent is captured. As Moloch is the only planar power to remain on Vandara after the Silicon Barrier's arrival, some feel that his abilities are unparalleled and that his control of the entire world is inevitable, a prospect which some fear is worse than annihilation by the qlippoth.

The majority of Moloch's followers, the workers who slave eternally in the service of Taurun, worship him out of fear more than respect. They know that the food and comfort that they enjoy is dependent on the goodwill of the Archdevil, and so exhaust themselves to keep in his good graces. Those who share Moloch's ideology and understand his intentions are often bureaucrats within the nation or emissaries abroad, working to spread the ideas of Hell across many nations and encourage their deference to the Molten Imperator. Sometimes, these efforts have succeeded, and Moloch worship has small holds in Sajac, Cidalac, Balyn, Valtross, and Ferowark. The mechanisms of a perfectly run world have always tantalized men, which is why they are so often willing to conspire with tyrants to make it a reality.

Nabolor, The Ascendant Serenity

LN God of Self-Improvement, Peace, Renewal

Domains: Destruction, Healing, Law, Plant, Strength

Subdomains: Growth[APG], Purity[APG]**, Resolve[APG], Restoration[APG], Resurrection[APG], Self-Realization[DA]

Favored Weapon: Unarmed strike

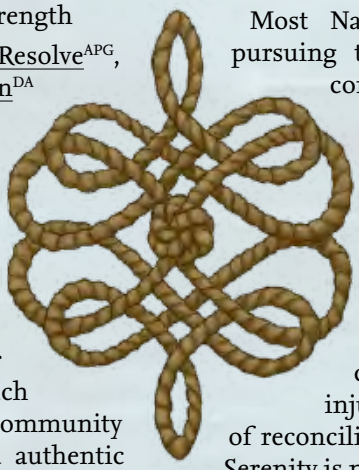
The concept of law is associated with powerful nations or great traditions in the minds of many Vandarans, but these fixtures are hardly necessary for the creation or preservation or order. A well-ordered being is one who moves with clear purpose and intent, affirming who they are and what their direction in existence they will pursue. Such structure and purpose need not come from community or texts, but rather from introspection and authentic understanding of oneself. The faith of Nabolor guides all those who seek such a purpose but cannot find it in worldly institutions, providing a method for these seekers to find peace and rebirth within themselves.

In the ruins of a burned city in Valtross, travelers in ancient times told tales of a great garden found within the city's walls. Amidst the devastation, a group of monastics had repurposed the ruin into a safe haven for those seeking refuge from Valtross' endless battles, and these keepers would provide for any weary travelers who sought to reorient themselves in the wake of failure. The haven had been named for its founder, a nonbinary mystic by the name of Nabolor who had put the city to the torch many years ago.

Staying behind to attend to the ashes, the soldier slowly began to work past the teachings of their nation, shedding the name and ideology of this forgotten conqueror and creating the new name of Nabolor. Over the ages, countless refugees, defectors, and wanderers came to Nabolor's sanctuary seeking to rebuild themselves, and many left having created new purposes and identities which they could live by. The far-reaching impact of these chances and revelations provided by the ascendant serenity allowed Nabolor to take a place in the Convictus long after their demise.

Above all else, Nabolor's faith is about self-actualization, enabling the individual to discover their authentic self and ascend from the imprisonment of ambivalence. In knowing oneself, a person achieves a peace which can hold fast even in the most turbulent of times, a soundness of identity which cannot be shaken by worldly struggles. Doubt is an important part of this process, because contradictions and uncertainties are a sign that growth is still possible. It does not matter if the role one ultimately reaches is that of a saint, a tyrant, a laborer, or a renegade, so long as one finds contentment, focus, and ultimately meaning in their way of life.

Of course, the creation of meaning requires destruction as well as healing: removing the aspects of ideology which create internal conflict and nourishing the repressed aspirations of authenticity and honesty. Nabolor's magical gifts are offered to those who seek this truth of being in themselves or who seek to help their fellows on the path to peace.



Most Nabolorans keep to themselves, oftentimes pursuing their chosen paths with great intent and comfort. Plenty take on the role of mystics or teachers, instructing others to help them reach the level of inner peace they are striving for. There are plenty of others who work as caretakers, or laborers. The idea of Nabolorans as adventurers, activists or even soldiers might initially seem peculiar, given the deity's emphasis on internal peace. However, Nabolor's faith makes clear that dedicating oneself to battle against injustice or danger can be the most effective way of reconciling oneself with the existence of such things. Serenity is not simply the passive observance of all things, but the surety of oneself in the purpose of their actions.

Nabolor's faith is well-known in Valtross, and it has spread south to many other nations over the ages. The pursuit of serenity and purpose appeals to people all over the world, but the words and teachings of Nabolor have also been twisted and co-opted by no shortage of insidious actors. Tyrants twist scripture to make the masses believe that subservience is necessary to inner peace, while charlatans narrow the definition of purpose to further their own power and wealth. Nabolorans typically view the correction of such misconceptions as beneath their notice, content in the idea that these falsehoods will eventually wilt under their own

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unsustainability. One falsehood which Nabolorans do view as a threat, however, is Ristymal, and the faithful are often quick to seek out the societal problems which foster his emergence.

A number of private institutions train Naboloran adventurers, guiding them in the path to serenity and conviction while also teaching them to master their craft. These schools are usually presided over by senior members who have changed and cultivated themselves through Nabolor's guidance. Humans make up the majority of followers, although many orcs and dwarves alongside some goblins have found solace in the communities and philosophies built by Nabolorans. Smaller enclaves of followers can be found in most major cities, especially Balyn, but rooting out pretender Nabolorans has grown increasingly difficult within a city with so many eager con artists.

Nerusa, The Dragon Queen

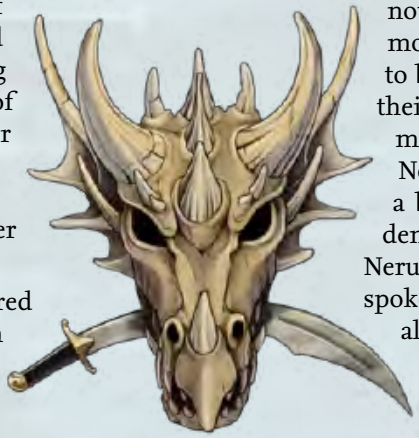
LE Goddess of Dominion, Might, Dragons

Domains: Law, Evil, Scalykind[ISWG], Nobility, Strength

Subdomains: Aristocracy[CoB], Dragon[ISG], Fear[ISG], Loyalty[ISG], Resolve[APG], Tyranny[ISG]

Favored Weapon: Scimitar

Dragons have long captivated humanity with their age, their knowledge, their majesty, and especially their power. Power, the currency which one uses to manipulate the world around them, captivates mortals and dragons alike, and all such creatures will go to great lengths to achieve power in its various forms. Nerusa is the patron of all those who seek personal authority and dominion over those around them, wielding their own strength and guile as a force of nature to place themself at the center of their personal universe. She provides guidance to those who subjugate others under their will and revel in their placement above weaker beings.



A commander in the Maker's War, the red dragon Nerusa possessed the wisdom and magical ability to reorganize and subjugate the disparate draconic forces in the conflict's aftermath. She rallied the surviving dragons and set out constructing a draconic empire in Utala, a place which she engineered to enshrine herself as Queen of all Dragonkind. The wealth in her hoards has never been matched by any other dragon in Vandara's history, and the mighty draconic armies she commanded enabled her to exert her will freely over any creature in any corner of the globe.

For centuries, her reign persisted, more and more creatures of all races coming forward to pay fealty to her. With her immense influence, magical knowledge, strength, and hence power, Nerusa became the first Eldenwyrm to receive worship as well as the icon of what an individual on Vandara could become through intelligence, conviction, and utter ruthlessness. Her every whim was law over much of the world, and anything she decreed would be carried out without question. Most often, these decrees were brutal, spiteful punishments laid down upon her enemies, which could comprise entire continents. Buried deep under Utala are the enemies that Nerusa slew in her centuries of rule, many forgotten by history under penalty of death. Eventually, the Queen of Dragons' ambitions ended as the contents of her hoard were poisoned by one of her own progeny, and Nerusa spent the final weeks of her life pursuing and imprisoning the traitor within the depths of the planet. Nerusa ascended to true godhood, her majesty echoing across Vandara for the rest of history.

The veneration, fear, and riches that Nerusa commanded have made her an icon to Vandara as a whole, not just to historians but also to ambitious souls who seek to emulate the Dragon Queen. Every inch of ground claimed by conquest, every coin hoarded in the name of personal wealth, and every dream of ultimate power which dwells in the mind of warlords is a sacrament to Nerusa. By avarice and ambition shall the greatest make their position clear, and by the subjugation of the world to one's will shall the greatest of being earn the favor of the Dragon Queen. Such are teachings of Nerusa, a faith which has become known as the Creed of Tyrants. Nerusa, wishing to project her influence from her Godhead, continues to encourage the proud and forceful of the world to emulate her dominion, thus ensuring the continued reign of the divine Dragon Queen.

Nerusa's followers are unique in that they do not usually adore their patron goddess. Rather, most Nerusites seek to eventually surpass her, to become wealthier and more powerful than their master for hope that they themselves may be venerated by the ages. Every prayer to Nerusa contains an undercurrent of loathing, a begrudging respect paid to a master who demands rituals of servitude. Secretly, every Nerusite hopes their prayer to be the last ever spoken, for one day they shall be worshipped by all who pay the Dragon Queen fealty. Many of them document the strategies of their success, recording for posterity the traits and tactics which behoove an ambitious soul and those which fail.

The records of the Creed of Tyrants swell every year, to the point where fully comprehending its secrets is now a years-long undertaking. The compilation of the Creed is a continuous undertaking, with many authors publishing or teaching competing versions of the text and destroying contradictory versions. Nerusa, for her part, simply doles out power and mirthfully observes as champion after champion fails in their conquest.

Nerusa's faith has a well-earned reputation of being selfish, cruel, and destructive, but her policy of empowering

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those who embody these traits without even touching her holy texts has enabled the goddess to rise to prominence in a number of nations. Ambitious souls who rise to power with her aid often keep secret shrines and monuments to the goddess within their personal property, a few even erecting cathedrals, libraries or other public works dedicated to her. Nerusites are a corrupt elite across Cidalac, Valtross, Ferowark, and Balyn, but their leaders are powerful and well-connected enough to make rooting them out more trouble than it is worth. Only when one is revealed committing a gross atrocity is the faith (briefly) put in public view.

Dragons and humanoids alike comprise Nerusa's congregation, both equally eager to learn from and emulate the most powerful being in Vandara's history. Their only cooperation, however, exists in the execution of Nerusa's will: the periodic honoring of rituals and the practice of obtaining and keeping power. Beyond the walls of the churches and libraries, Nerusites have no respect for their ilk, and will trample them just as readily as they would any other creature. As a being whose very mana is the hunger for power, Nerusa would have it no other way.

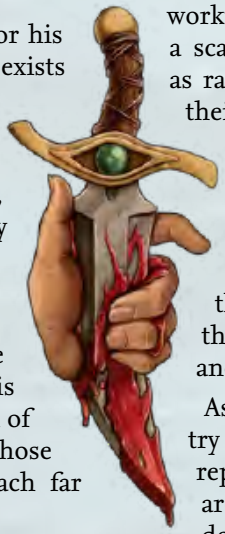
Ristymal, The Vision Of Ruin

CE God of Mortal Weakness, Self-Destruction

Domains: All

Subdomains: All for corresponding domains

Favored Weapon: Unarmed strike



Ristymal is unique among the gods of Vandara, for his origin is wholly unknown. No being or legend exists in the planet's history that bears this name, and no other god displays the mutability and expansiveness of domains which Ristymal bears. Many theories exist about the origin of this entity, ranging from the possibility that he was magically designed by the Outer Lords to the possibility that he was carried by the dragons from their homeworld to the possibility that Ristymal is many different gods operating under a single name. The most pervasive and disquieting idea, however, is that Ristymal is a force that exists beyond the level of godhood, an aspect of some destructive power whose scope spans far beyond Vandara and whose reach far exceeds that of any other known deity.

The reason why such a prospect so curdles the sensibilities of Vandarans is because Ristymal has seemingly brought cataclysm after cataclysm upon the world. Wherever an empire has fallen, wherever an atrocity against order and virtue has been committed, wherever the worst aspects of mortality have emerged en masse, the name Ristymal has never been far away, its presence appearing to foment or accelerate the desolation. Vandarans have speculated as to whether Ristymal twists upright and prosperous nations into ruin or if his appearance warns people of an upcoming disaster. The most learned scholars and theologians seem to believe that Ristymal is an accelerant for doomed civilizations, dramatically increasing the rate of their decline as a mercy to the world and wider existence.

Ristymal's ideology is a mystery even to experts, as no category of culture or society seems exempt from the ruin he carries. Peaceful or warlike, insular or far-reaching, mystical or technological, Ristymal has facilitated their ruin nonetheless. Records from those who were empowered by the Vision of Ruin are often vague, detailing how a mysterious voice gave them power and guidance in whatever destructive actions they already sought to accomplish. Very few of these agents seem to recognize Ristymal as their benefactor, and most seem to believe that the actions they are taking will save their way of life rather than destroy it.

Agents of Ristymal tend to be veiled in intense secrecy, operating in small cells and stressing intense loyalty to whatever culture or nation their actions unwittingly undermine. Few use the name Ristymal openly, often presenting themselves as worshippers of other faiths or as nonreligious. Avarice and hatred are the typical driving forces of Ristymali, who often fight to preserve the status quo or harm those demanding change and revision. Interspersed among the followers are Ristymal's own dark walkers, immensely powerful entities who know the true agenda of dissolution and guide their unwitting followers from the shadows.

As the Vision of Ruin is seen as a prophecy of doom, many Vandarans work to suppress any evidence of Ristymal working within their nation. Ristymal is often used as a scapegoat - Vandarans may claim those that are seen as radicals are following the alien god and may call for their execution or send the Arbiters to wipe them out, caring little about whether the suspects are truly drawing power or inspiration from the Vision of Ruin. Accusation of a group being Instigators of Ristymal is never to be taken lightly, and can backfire dramatically on those who call for it. Some have theorized that the best deterrent against Ristymal is the embrace of social change, reconsideration of values, and removal of old hegemonies.

As right as they may seem, those in power will generally try to appease them with token gestures and continue to repress the oncoming collapse through violence. There are plenty who believe that Ristymal's incitements of devastation have been beneficial or even necessary in the grand scheme of history, but they themselves are loath to believe that their own culture has been selected for his declaration.

Nowhere is the threat of Ristymal more pertinent than in Cidalac, an aging empire which its enemies say is bound to crumble in the coming decades. Mariton and Utala have likely faced a number of Ristymali engagements over their extended lifespans, although this rot is being hidden well from the outside world. Even newer nations such as Balyn and Ferowark are facing internal corruption from the Vision

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of Ruin, and many expect New Estaria and Taurun to slide into decay at some point as their superhuman influences become more diluted by mortal aspirations. Eigenel has seen the influence of Ristymal many times throughout its long history of city-states, having grown so accustomed to accelerated implosion that it might struggle to maintain structure if any of its regional hegemonies perished more slowly.

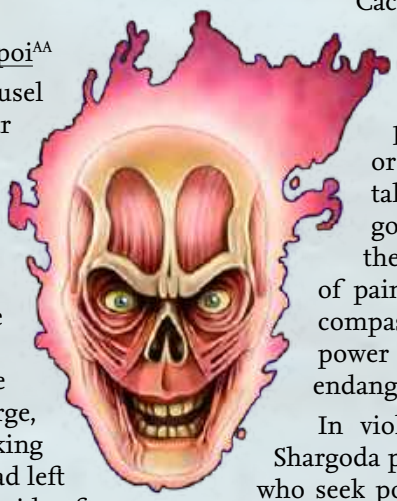
Shargoda, The Mournful Cacophony

NE God of Anguish, Devastation, Loss

Domains: Destruction, Evil, Fire, Repose, War

Subdomains: Arson[ISG], Blood[APG], Catastrophe[APG], Isolation[ISG], Memory[APG], Nightmare[APG]**

Favored Weapon: Flamethrower[AP71] or battle poi[AA]



When the Silver Citadel collapsed and Coeusel was completely overrun, it became clear to the world that the righteous warfare of Saint Aline was a farce, a romantic idea antiquated by the grim realities of modern conflict. For much of the Qlippoth War, there was no grand warrior faith, the followers of Moloch and Agradior lacking the rallying capacity to establish a grand crusade. It was in the later years of the war when the conditions arose for a new god of war to emerge, staggering forth from the tremendous smoking ruin of Dorukalad which the White Flame had left behind. This was a god who represented the side of war which nobody wished to confront, who embodied the immense vast murder, desolation, and horror brought about in a world of ever-escalating conflict. This was not Aline come again, but instead a deity of grief and anger. This was Shargoda.

Shargoda was never an individual but rather the collective memory of Ferowark, coalescing into a divine form as the country was annihilated. All of the despair, confusion, and panic which suffused these suddenly departed minds created a spark in the Convictus, and this spark expanded into an inferno as the entire world watched the carnage in disbelief. The end of Dorukalad made Vandara realize its willingness to bring doom and destruction upon its own people in the name of victory, putting aside any judgements about innocence and any prayers of hope as a result. In the ensuing months, vivid nightmares wracked people across Vandara, filling their senses with the carnage which had ensued in the wasted nation. Many recoiled in fear, but just as many awoke with a newfound perspective, a realization of just how little virtue now mattered in the face of grand devastation. These people were given a choice in their knowledge: to embrace the horror around them or to stand up and confront it.

The mindset of Shargoda is not one of a sentient entity but rather an amalgamation of experiences and sensory surges, visions of sadness, pain, and violence gathered from across the world. Witnessing or otherwise coming to understand this anguish enables a being to forge a connection with the Mournful Cacophony. Shargoda themself is obsessed with this devastation, and the powers this god grants are similarly ruinous. The overall mission of the deity seems to be the retention of conflict's great cost, the continued remembrance of those who have perished from violence and how these atrocities bleed into the present day.

Shargodans carry the weight of great tragedies on their shoulders, and their work often reflects this burden. The most infamous members of the faithful grow cynical and violent, perpetuating the cycles of misery by lashing out at those around them. The majority of Shargoda's chosen, however, work to diminish the thrall which the Mournful Cacophony keeps over the world, easing the pain of the grieving and working to ameliorate the losses of the world. They can often be found collecting relics from battlefields, providing care to refugees and the wounded, or recording the names and legacies of those taken by violence. Shargodans know that their god remembers all who suffer and is with the mourning in their time of need. In times of painful but ultimately necessary change, even compassionate Shargodans can call upon ruinous power to cleanse those vestiges of the past which endanger the present.

In violent and nonviolent forms, the faith of Shargoda presents problems to Vandara's elites. Those who seek power or glory do not appreciate the toll of their actions being known, nor do they wish to see the fruits of their violence torn down by avengers. Across, Cidalac, Valtross, and especially Taurun, the name of Shargoda has been slandered and associated with violence, to the point where most Vandarans instinctively imagine a bloodthirsty hobgoblin warmonger when the Mournful Cacophony is discussed. Those chosen by Shargoda often find their abilities and experiences stigmatized, while the benevolent among the faith must often keep a low profile in order to avoid outrage.

Shargoda's faith is most prevalent by far in Dorukalad, where the surviving hobgoblin populations look to the Mournful Cacophony as a patron of their reconstruction. These hobgoblins often view military might as a necessity for survival, but this force must be tempered with compassion and care for those who have suffered from the horrors of war. Orcs, goblins, and other biomorphs whose histories are deeply tied to conflict also find solace in Shargoda, seeing their experiences and agonies validated while the world attempts to paint them as monstrous. Surviving followers of Saint Aline often turn to Shargoda as their perspective on warfare changes, while the Halken diaspora views the Mournful Cacophony as preserving their lost homeland. Finally, small shrines to Shargoda are scattered all across Valtross, typically in the sites of destroyed cities or ancient battlefields.

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Shoran, The Collective Mission

LG God of Innovation, Society, Progress

Domains: Artifice, Community, Good, Knowledge, Law

Subdomains: Construct[APG], Cooperation[ISG], Education[HotS], Leadership[APG]**, Legislation[APG], Thought[APG]

Favored Weapon: Switchscythe[AA2]

In a tale which Shoranites love to repeat, the position of mortals at the dawn of Vandara could be likened to a tiny island of knowledge and capability. People were little more than beasts fighting for food and shelter. It was through understanding that the race began to become something more, learning how to create tools, to engineer shelter, and most importantly to comprehend and control their environment. Over the generations, cultures emerged to consolidate knowledge, teach their descendants, and develop traditions of gathering and sharing discoveries about the universe.

The fruits of this labor can be observed in modern technological and magical feats, miracles which rival the planet's creators in their refinement and magnitude. And yet, after having made it this far, the shoreline of mystery is wider and more enticing than it has ever been. Through the power of reason and study, mortals seem destined for untold development, their knowledge steadily cleansing the universe of want.

To attempt to boil down this great collective endeavor of study to a single individual is a perversion of what makes it so powerful. Science is not advanced by maverick individuals but by the combined passions of millions of scholars and tinkerers across the world, each contributing their experience to a greater whole. This does not stop certain scientific careers from being idolized, and the Cidali mathematician Shoran is the most prevalent in a large collective of lionized researchers. The magitech carapace which carried Shoran's paralyzed body for much of his life provided a tangible example of how new discoveries can be used to benefit those in need and nourish their capabilities to the benefit of future generations. However, Shoran is simply one aspect of a larger faith of knowledge and progress, a faith which is known by names such as Zarkudus, Nagaslarc, Maytarin, Cumari, or simply "the Collective Mission".

Every nation of Vandara has their own scientific heroes who they believe contributed to this greater body of control and knowledge, and over the ages they have syncretized into a greater faith dedicated to scientific progress. "Shoranite" has become the shorthand for this faith due to outsized Cidali cultural influence, but many disciples and non-disciples are working to change this stigma.

"The betterment of all" is the key part of Shoran's ideology and the cornerstone of why his followers study and invent. To obtain knowledge or power at great cost to others is to miss the point of science, as is to hoard lore for yourself when it can be employed to assist in many other tasks. This code not only enforces honesty and morality upon scholars, it also serves to make results replicable, to open every practice and discovery up to the scrutiny of peers. Any idea that works in private, after all, should be just as functional in the public eye. Shoranites often engage in the pursuit of knowledge and discovery without borders with the expectation that such cultural and political boundaries will erode. The manifold nature of the Collective Mission is a testament to how science can extend beyond the ambitions of any one nation.

Teachers, researchers, and engineers make up the large body of Shoranites, oftentimes using their divine gifts to augment their discoveries or creation process. Moreso than most other knowledge-based faiths, disciples of the Collective Mission recognize the values of collaboration and the distribution of their knowledge. The person who discovers a new facet of the universe is scarcely likely to be the greatest benefactor of that revelation, so the most practical course of action is to make sure nobody wastes any time having to rediscover it. Although some Shoranites pursue longevity or immortality in order to complete certain extended projects, most trust that their legacies will be continued by their students and peers and are thus uninterested in acquiring great power for themselves.

Shoran's values are more or less seen as the default morality of Vandara and are widely accepted even by those who do not adhere to the faith or work in the sciences. Community and understanding for the good of the many is generally regarded as a positive for all those involved. That said, there are concerns about the materialism at the center of the Collective Mission and the uncritical devotion to the idea of a quantifiable and understandable universe. Many criticisms have also emerged out of Shoranites' own self-centered or nation-centered activities, in which scholars have turned on each other for financial gain or undermined the efforts of international rivals for the prestige of their home country. In a world where Cidalac still wields great cultural capital, the Collective Mission remains tarnished by their imperial legacy.

Humans, having benefited the most from technological and magical developments, make up the majority of Collective Mission disciples. This majority is even more pronounced in the faith of Shoran. Cumari is the primary faith among androids and is continuing to see rapid growth as more Vandarans in Balyn and New Estaria work to divorce science from the empire. Maytarin, meanwhile, retains many traditional aesthetics and is popular among Halkens, Elves, and older Cidali. Nagaslarc is an aspect explicitly tied with the creation of military tools, and is quite popular in Valtross, Sajac, and Taurun. Zarkudus, meanwhile, focuses on the social sciences and is most popular in Maytar and Ferowark.

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Almost all followers of Shoran are scholars of some sort, with many of them well-versed in the studies of magic and science. Regardless of their inclination, most are altruists, seeking to teach, discover, or invent so that humanity can move forward in realizing its full potential (assuming such a thing exists). Elves, Humans, and androids rank among Shoran's most typical followers, and though Shoranites believe in goodwill towards all creatures they are more than willing to display their mastery of the world through violent means.

Talsani, The Hedonic Oblivion

CE Goddess of Misfortune, Indulgence, Manipulation

Domains: Chaos, Evil, Luck, Madness, Charm

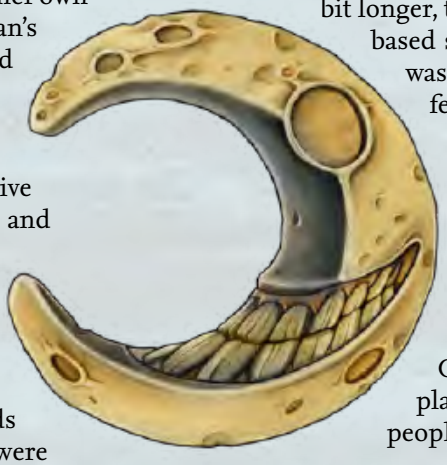
Subdomains: Curse[APG], Entropy[ISG], Greed[CoC]**, Insanity[APG], Lust[APG], Revelry[ISG]

Favored Weapon: Dire flail

What does one do when faced with a constant sense of helplessness? How does one cope with a universe so wholly beyond their control? What does it mean for one to live a life of value when the reality they experience cannot even be demonstrated to be real? Perhaps certain things can be predicted, even understood to a degree, but in the end, humanity is helpless to imagine any semblance of absolute truth. Reason and science are fallible, rooted in what flawed human minds have perceived, devoid of the divine providence so often attributed to them.

Any fundamental laws applied to reality or morality are a step away warped or overturned, leaving people as ignorant as before. The only thing that can truly be said to exist is the self, and hence the only events which can be proven to occur are the emotions and pleasures which one feels. For this reason, the followers of Talsani believe the fulfillment of desire should take priority over all else that allegedly exists.

Although these thoughts have occurred to many individuals who have feared for their existence or wondered if life was worth continuing, one woman went significantly further, turning these hedonic concepts into a way of life. Her name was Talsani, and once upon a time she was a Valtrossi servant girl who murdered her mistress to claim the life of luxury the marquess so enjoyed. Using magic and her own cunning, Talsani took over the noblewoman's life, eventually murdering her new husband and claiming his territory for herself. From this elevated position, Talsani indulged in utter tyranny, using a limited knowledge of magic in conjunction with her persuasive skills to live a life of utter debauchery and wanton pleasure.



Nobles, performers, scholars, peasants, and soldiers alike were brought to Talsani's court to engage in her strange and frequently fatal celebrations, wild bacchanals where wine and bodily fluids flowed in equal measure. Entire cities were bled dry to fuel these frequent occasions, for Talsani enacted blood tolls on those who could not supply enough for her festivities. With no greater ambition or understanding of the universe beyond "do whatever brings me the most pleasure", Talsani's festivals and the savagery which made them possible continued to escalate as the woman grew bored with whatever had most recently caught her attention.

Eventually, one night, drunk on both spirits and power, Talsani threw herself into a massive brawl, only to be later carried out as a horribly mangled corpse. The combination of horror, discomfort, jealousy, and curiosity she had inspired was enough to bind Talsani to the Convictus, and to this day she acts as a muse to those who wish to live their life devoid of consequence and ever-hungry for more worldly pleasures.

In spite of her grisly end, the life of infamy and absurdity she lived has inspired many others to follow her example. It is easier for many to believe that a life of endless excess and hedonism can lead to a higher degree of satisfaction than the effort required by reason or self-control. This thought has spurred Talsanites to lie, cheat, steal, and even kill for the sake of indulging their every selfish whim. More than permitting such actions, the faith of Talsani encourages such behavior for the thrill it provides, stating that a dangerous and excessive life is life lived to the fullest. Talsani, for her part, acts as patroness to these solipsistic endeavors, offering opportunities to the indulgent and seemingly deriving deep satisfaction from the reckless acts people carry out in her name.

The congregation of Talsani is far from an organized group, as the solipsistic ideal that rejects the value of all other creatures and even of reality itself is averse to any sort of orthodoxy. A Talsanite generally falls into one of two categories: desperate individuals who see their only hope as outside their control and tyrants who wish to justify their excesses. Many a follower has gambled away their fortunes at the tables or on the fields of Valtross in an attempt to live the life of Talsani, cursing their poor luck rather than their misjudgement.

Rather than trying an alternate approach, they often return to their self-destructive and flailing behavior with the trust that the next time is when their success or happiness will truly begin. Prayers to Talsani are often made in the hopes that the faithful's good fortune will last just a little bit longer, that they can ascend just a little bit higher based simply upon blind luck. Talsani, after all, was nothing more than a servant girl with a few spells and a quick wit, clearly relying on a great deal of good fortune to ascend to the heights she did. Those who failed to emulate her in the past were simply unlucky.

Followers of Talsani are not considered an enemy or faction so much as they are a nuisance or social ill. The Hedonic Oblivion's following tends to emerge in places of social stagnation or decay, where people have lost faith in reason, hard work,

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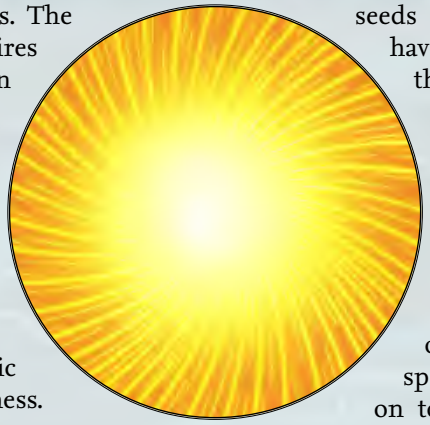
or community to provide for their needs. The decline of Halkenir and Cidalac's empires both saw rises in Talsani's faith, which often coincided with the rise of organized crime in these regions. The Hedonic Oblivion has been mythologized in popular culture as a symbol of destructive yet fascinating excess, and quite a few historians have attempted to retroactively tie the goddess to great tragedies or blunders. A growing number of Vandarans believe that Talsani's outsized power is often a result of systemic failures rather than individual moral weakness.



Worshippers of Talsani often come from dejected communities or those who feel they have lost something irreplaceable: the orcs of Valtross, the elven diaspora of Estaria, and a wide variety of biomorphs and qlippoth-corrupted peoples who feel aimless and isolated. Impoverished communities in Cidalac, Valtross, and Ferowark often turn to the goddess out of desperation, which often results in neighbors turning on each other for their own gain. Wealthy elites in Balyn, Cidalac, Ferowark, and Valtross have periodically championed the faith, oftentimes crediting Talsani with fortunate gambles or the downfall of their enemies. Each success stimulates false hope in a wider audience of potential worshippers, most of whom fall short of the lofty ambitions and indulgences encouraged by the fortunate.

Wesmir, The Illuminator

CG God of Revelation, Insurgency, Sacrifice

Domains: Chaos, Death, Good, Knowledge, Sun

Subdomains: Espionage[HotS], Fate[APG], Light[APG], Martyr[APG]**, Redemption[CoP], Revelation[CoP]

Favored Weapon: Morningstar

Tyranny is built on control of information, and sometimes a well-placed leak is enough to break even the greatest engines of dominion. Victory over oppression comes not from grand pitched battles, but from countless revelations made by regular people who learn to act in their own interest. History has shown that the battle against atrocity may span generations and that no one person can guide the course of the world, but the sharing of knowledge can create ripples which over time become an all-breaching torrent. Like their patron god, the followers of Wesmir work to combat global problems through the scope of their individual acts, striving for a greater future they may not live to see themselves.

After centuries of expansion, brutality, and bloody advancement, the nation of Mariton had become the most powerful and dangerous faction in all of Valtross, the one entity seemingly capable of ruling the Northern expanse. Its magical capacity was unmatched, and its tremendous undead population grew uninhibited as the nation's borders continued to expand. There was a single flaw in the commonwealth's security and propaganda which sowed the seeds of its downfall. Although many cultures have their own versions of the tale, it is said that a mage known as Wesmir defected from Mariton and taught a fellow spellcaster a unique spell which could vanquish the undead soldiers: Sunburst.

With knowledge of this spell, the enemies of the Commonwealth realized that Mariton was not invincible and that they themselves possessed the implements of their liberation. Each faction used the spell in battle to great success, passing it on to their allies to assure victory in future confrontations. The name of Wesmir traveled with the use of the spell and the hope it brought, and with this legendary status came the god who bore Wesmir's name.

Wesmir's followers are determined to follow in the example of their god, exposing the secrets of tyrants and saving the world from their control. These agents and their texts teach that all power is a lie which can eventually be brought to light. Ignorance is a tool of the mighty, but no truth stays buried forever. If one truly seeks to change the world, notions of vibrant individual heroism must be put aside in favor of steady generous acts: motions of service and education which plant seeds of change across the world. As the sun feeds a crop, the light of reason is bound to nourish revolution in the hearts and minds of the many.

Those who read Wesmir's teachings or receive his power find no shortage of injustices to combat and revolutions to nurture. Those in Valtross continue to fight against Mariton but often raise their arms and words against the expanse's many other tyrants. Wesmirans in Taurun, Cidalac, Balyn, and Ferowark fight against their own respective hegemons and societal vices, working to keep the populace informed and return the powers which their masters have stolen. Wesmirans are particularly active across the Network, frequently coordinating their activity through well-concealed ethereal channels. Quite a few disciples run training networks for insurgents, which is why improvised explosives are known colloquially as "Sunbursts".

Wesmirans are generally seen as heroes outside the confines of their homeland but as traitors within them. Because of the valuable intelligence they provide on adversaries, these followers generally welcome expatriates up until the point that they expose the crimes of their new nation. Several times throughout history, it has been thought that Wesmir's order was wiped out, only for it to resurface in a far-off country as people rediscover the Illuminator's teachings. Mariton and the church of Marit have long been fervent foes of Wesmir's church, actively hunting its members and launching screeds against the changes his followers enact.

Wherever there are rulers, one can find a cell of Wesmirans working to undermine them. Humans, tieflings, and every variety of biomorph and qlippoth-corrupted exist within the faith, each working on their own terms to educate the

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populace in their own liberation. These cells do not always get along and oftentimes express distaste for each other's minutiae. Wesmirans often dedicate themselves completely to their cause, taking up adventuring lives to spread their words as far as possible. Veteran disciples of Wesmir oftentimes find themselves with enemies all over the globe and are thus forced to pursue rather secretive lives.

Xaray, The Chainbreaker

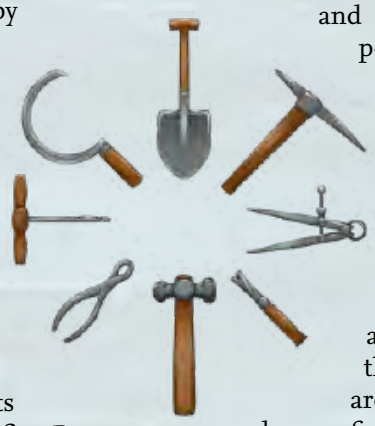
CG God Equality, Liberation, Compassion

Domains: Chaos, Community, Destruction, Good, Liberation

Subdomains: Cooperation[ISG], Freedom[APG], Friendship[ISG], Revolution[APG], Riot[HotS], Trade[APG]**

Favored Weapon: Warhammer

"Long has Vandaran civilization been a conflict between the haves and the have-nots, with those endowed with wealth and power forcing under their heel those without. The very structure of our civilization is designed to privilege these elite few, who exploit the lives and resources of the rest of the world in the name of furthering their superiority. The common people of Vandara have nothing to gain by perpetuating this system, by allowing states and magnates to determine the course of their lives. The only true assurance of welfare that these people may be entailed is in the utter rejection of these systems of elite castes and their enforcing bodies. Only in a world without distinctions, without the domineering hand which the elites sugar-coat as civilization, can all the people of Vandara truly find providence."



This maxim was written in a letter by a Halken philosopher known as Xaray, and its sentiment has spread across Vandara like wildfire. Born into a family of "elites", as his rhetoric so often dubbed them, Xaray witnessed the many injustices of civilization through the suffering of his family's slaves, the hunger of their workers, and the many luxuries and excesses his ilk so enjoyed at the expense of all those outside their estate. Schooled in the histories and social arts, Xaray's career as a lawyer in occupied Cidalac illustrated to him that these faults were not exceptional but institutional. Returning to his home country, Xaray turned against Halkenir's elites through a campaign of activism for the working peoples.

He wrote letters, coordinated resistance movements, and used his family's wealth and holdings to support workers' revolts across Halkenir. A skilled divine spellcaster in his own right, Xaray supplied his magical understanding on the front lines of many clashes with the Halken government and the exploitative industries which it defended. When he was eventually taken out by poison, Xaray's image as a revolutionary figure was so immense that he became a part of the Convictus, ascending to godhood so that his militant quest for liberation could continue.

Although they have never viewed it as the ideal first option, Xaray's followers are not averse to violence in the name of change. The elite, as Xaray often stated, will keep their control through bloodshed, so the common folk must be ready to take up arms to safeguard their lives from exploitation. All notions of honor in warfare were products of the elite designed to hamper the common fighting ability, and so traditional rules of conflict need not apply to the liberation of the world. Of course, Xaray's armed faithful cannot simply be allowed to claim whatever they wish, else they are no better than the tyrants they aim to remove. Most followers, calling themselves Chainbreakers, assert that lives and bodies should not be taken unless absolutely necessary, and never should a combatant seek wealth or glory which they do not intend to share with their comrades on and off the battlefield. Self-interest was what corrupted Vandara, after all, and it will never be the source of its liberation.

The name of Xaray is known to many nations, spreading throughout the world as a consequence of Halken and Cidali imperialism. Anarchist and populist revolutionaries worldwide call upon Xaray for power, using his divine gifts to provide for those in need and fight against the tyrannical and elite. Leaders, warriors, and thinkers who perish in similar acts of insurgency may have their legacies subsumed into Xaray, further spreading the influence of the faith to other races and nations. It is common for Chainbreakers and their allies to disagree on certain strategies or aspirations for a liberated world, and many question the role of a Halken colonizer in embodying anti-colonial and anti-authoritarian resistance. Ultimately, these individuals appreciate the power they are given and are at least somewhat unified by a dream of a better future.

Xaray's faith is among the most vehemently opposed of any Vandaran god, with many nations taking active steps to suppress his ideas as fervently as they do with the words of Ristymal (if not more so). Many of the so-called elite, who hold power in every nation, are loath to the idea of losing or ceding power and have launched massive smear campaigns against the faith of "The Insurgent". Violent action against open or even suspected Chainbreakers are the norm, a concept which has left many members of the faith no choice but to become violent themselves. The intent seems not to convert existing followers, but rather stamp them out. Only New Estaria seems to tolerate and encourage the presence of Xaray's faith, although this has never extended beyond lip service.

Followers of Xaray include all races, but the majority are from exploited backgrounds. Humans and androids make up the largest number of followers due to their large populations, sometimes eclipsing the large number of biomorphs who have found solace in liberation movements. Although commonly associated with violent uprising, the

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majority of Chainbreakers seek to better the world through smaller works, providing food and shelter for the needy and constructing communal bonds where all can feel safe and welcome. After all, the heart of Xaray's philosophy, above all else, is the universal betterment of all living creatures.

Yorunkalis, The Infinite Expanse

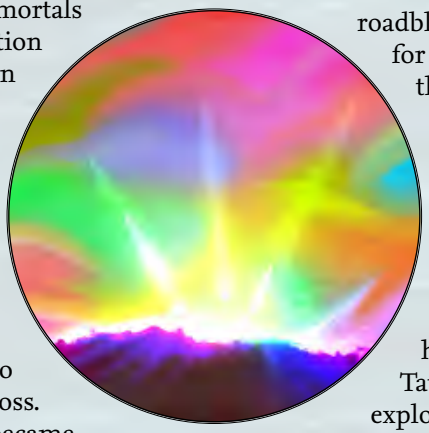
N God of Possibilities, Exploration, the Unknown

Domains: Luck, Sun, Travel, Void[ISWG], Weather

Subdomains: Exploration[APG], Fate[APG], Light[APG], Revelation[CoP], Seasons[APG], Stars[ISG]

Favored Weapon: Longbow

Ever since the first Vandarans opened their eyes and gazed along the horizon, they have lusted to explore the universe around them. First, this meant the land, later, the sea. Eventually, the stars and outer plans became the great new frontiers. The vastness of existence continues to tantalize and to motivate, driving people forward today just as it has for generations. For everything we know, there is a vacuum of knowledge, and that vacuum will continue to pull the dreams and perceptions of mortals outward. Yorunkalis is the manifestation and patron of this wanderlust, this vision of discovery which keeps Vandarans chasing the horizon.



The word Yorunkalis is not a name but a title, an ancient Cidali word for "explorer" that has been passed down from adventurer to adventurer for thousands of years. The first Yorunkalis was allegedly an early mapmaker whose skill and devotion led her people to where they would build the city of Provoss. Another claimed the title later when he became the first to cross the White Ocean and establish contact between the lands which would become Taurun and Cidalac. Yet another earned the name for their ventures to Utala, and another for the first expedition to Coeusel.

A more recent incarnation ventured to the outer planes and catalogued the pattern of the alien realms, and the latest Yorunkalis led Cidalac's first extraplanetary colony on Addoroc. These individuals are disparate in their ideologies, origins, and morality, but all have come to represent the same idea: the progress outward into the unknown and the staking of Vandara's claim in an infinite universe. The manifold nature of this god makes it among the most ancient, knowledgeable, and influential in Vandara, invoked by individuals worldwide so that they might better challenge the limits of their understanding and capability.

The faith of Yorunkalis has seen many interpretations over the ages and now possesses a variety of adherent philosophies. Some denominations take on militaristic trappings and others more scientific or egalitarian ideologies. Still other followers see adventure as its own reward, perusing the expanse simply because they can. Some followers and theologians distinguish ideologies of Yorunkalis by the living incarnations who most embody a specific ideal, which are referred to with specific honorifics. Yorunkalis XXII, the Starfarer, is the most recent and most prevalent faith of the Infinite Expanse and emphasizes a trust in the unknown and a conviction to discover new aspects of the universe in the name of finding out what is there. Hence, its ideology emphasizes space, the stars, and the whims of fortune.

Yorunkalans are active explorers, with many seeking out new wonders in remote places such as Valtross, Coeusel, or the deep seas. Some concern themselves with settlement and development, but the majority are more interested in discovery than maintenance. The Silicon Barrier has frustrated all Vandarans with its restrictive nature, but none more than the Yorunkalans. Many disciples of the Infinite Expanse feel that they have been denied their birthright by the Qlippoth War and seek out ways to bypass it through magic or technology (no successes have yet been confirmed).

Others have taken a more optimistic view of this roadblock, saying that it is simply a new challenge for this generation to overcome, a trial to ensure that Vandara is truly prepared for the space age and the tribulations that will follow. This dichotomy between the patient and the forceful has gone back to the early days of the church, with every aspect of the faith having its own similar schism of ideology.

Yorunkalis belongs to no nation, being a fusion of many cultures and efforts across history. Cidalac, Utala, Halkenir, Estaria, and Taurun have all had their shares of ascendent explorers, and each pay lip service to the incarnations from elsewhere on Vandara. Iconography varies wildly across regions, as each nation still maintains their own unique vision of Yorunkalis and the ideals the god embodies. The church is officially neutral on all matters between states, but this means that disciples often end up supporting their own home nations whenever conflicts emerge.

Those who follow the faith of the Infinite Expanse might follow any moral code and national reverence on Vandara, all performing their actions in the name of exploring the unknown and revealing the greater secrets of the universe. Elves have a special reverence for Yorunkalis given that Yorunkalis XIX is presently the only elf to ascend to godhood. Yorunkalis is deeply entwined with Vandara's space programs as well, and many Vandarans suspect that he might have some reach beyond the Silicon Barrier. It is common to see churches of Yorunkalis become the center of ceremonies dedicated to protecting or reaching those on the outside.

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Zandyla, The Caring Respite

NG Goddess of Doctors, Families, Devotion

Domains: Good, Healing, Madness, Magic, Psionics[UP]

Subdomains: Medicine[DA], Restoration[APG], Divine[APG], Insanity[APG], Redemption[CoP], Family[APG]**

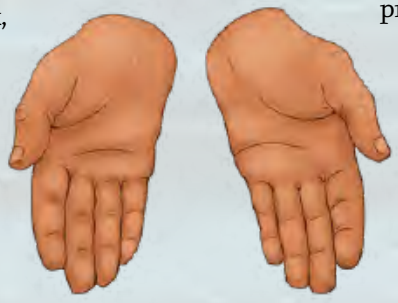
Favored Weapon: Syringe Spear[AA]

Power, society, and knowledge are means to a single end: to ensure that nobody has to go without. True progress does not come from stronger weapons, taller cities, or greater material wealth, but from an absence of hunger, sickness, and isolation. So long as a single ill body remains neglected, the world is in need of improvement. However, every act of compassion an individual performs brings Vandara one step closer to righteousness. Perhaps if enough people cared for each other with enough fervor and understanding, everyone could one day be saved. This altruism, even at the expense of one's own body and mind, lies at the heart of Zandyla's faith.

Zandyla was a woman who dedicated her life to the compassion described in her tenets, a mother from what is now Taurun who watched as her children perished one after another at the hands of a plague. In her desperation to help them, she spent years researching the still-new field of divine magic, desiring to harness the powers of the Convictus to save those ravaged not only by the disease but by all maladies. Her research yielded many of the most important curative spells in Vandara's history, allegedly including Restoration and Remove Disease. However, these revelations did not come in time to save Zandyla's family. Viewing her own life as unsalvageable now, Zandyla set out to ensure no one else would experience her grief.

Word spread far and wide of the hooded mage who could perform healing miracles, and soon others began to flock to her in order to learn from and aid her. What they found, however, was not a grand champion but an unstable recluse, an individual who had become obsessed completely with her grand ambition to rid the world of sickness while ignoring her own well-being. Those early disciples who realized this attempted to alleviate their mentor's psychosis and provide her relief from her burdens, but ultimately failed as Zandyla perished on her travels. The ensuing shock and gratitude from the world elevated Zandyla to godhood, where she could preside over all of the world without the limitations of a body.

Zandyla's faith is fully committed to the salvation of as many people as possible, making no distinction between the powerful, the weak, the virtuous, and the cruel. No soul deserves to suffer infirm or perish ignobly, and her followers do all that they can to make good on these values. Vital to this process is the creation of workable solutions is the full understanding of the affliction and the principles of its activity; a doctor without such knowledge is just another threat to the patient. Medicinal, magical, and psionic means should all be considered in the process of treatment, and if need be the life of the patient must be placed ahead of the disciple's own comfort.



Those who accept Zandyla's power make a covenant to repair the world, after all, and so must accept the risks. Clerics who derive power from Zandyla's madness domain are often perceived as dangerous, but they themselves often retort by saying that they are attempting to spread understanding and acceptance of mental illness. Using such power tends to involve drawing upon one's own experiences, recalling states of immense distress which are often brought on by the faith's own fanatical tenets. The acceptability of such practices is a source of conflict within the faith.

Known as the Healing Hands, the followers of the Caring Respite have organized and spread across much of Vandara, teaching the healing arts to all who would listen. In today's world, the Healing Hands are a powerful international organization, arriving wherever there is conflict or illness to treat the population and protect those who cannot be treated. Beyond nonmagical healers and clerics, quite a few followers of the Caring Respite are psionicists, and the practice and study of psionics has become a prominent aspect of Zandyla's congregation in recent years. Zandylites make up many of the foremost experts on illnesses, and the fate of their goddess has given them a personal stake in the understanding and treatment of mental illnesses. The Healing Hands are often the first to step into a crisis when lives are at risk, caring little for the race or nationality of those in need.

Although the work of the Healing Hands is appreciated and respected almost universally, questions have emerged about the role Zandyla plays as an ideological figurehead. The Caring Respite was unquestionably a genius at magic, but many of her actions in life were guided by paranoia, self-destruction, and an unhealthy sense of guilt regarding her deceased family. Perhaps this made her volatile, others defend, but it also enabled her to be more compassionate, to understand the plights of delirious and unstable patients and to treat them not only effectively but respectfully. Others say that such an image of compassion encourages people to throw away their lives and comforts for empty ideals when a healthier balance could save more lives in the long run.

Followers of Zandyla come from all walks of life, although most have had a bad experience with violence or illness and wish to make amends. Doctors, medics, clerics, vitalists, and healers of every other walk of life pray to Zandyla, for the clear majority of them have derived at least some of their techniques or philosophy from the Caring Respite. The faith saw an explosion of new adherents during the Qlippoth War, when disease and death became a much more relevant concern for the populace. Dorukalad, Sajac, Cidalac, and Ferowark thus have the greatest Zandylite populations as a result of their frontline presence.

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The Qlippoth Lords

CE Beings of Psionic Power and Utter Devastation

Domains: Chaos, Evil, and Psionics[UP], plus two more based on the Qlippoth Lord worshiped

Favored Weapon: Based upon Qlippoth Lord worshiped

Askyjoth: Death and Repose (Entropy[ISG], Fear[ISG], Isolation[ISG]**, Murder[APG], Souls[APG] subdomains), death ray[TG] or garotte[AA]

Estidoth: Travel and Void[ISWG] (Entropy[ISG], Exploration[APG], Freedom[APG]**, Portal[DA], and Riot[HotS] subdomains), monowhip[TG] or whip

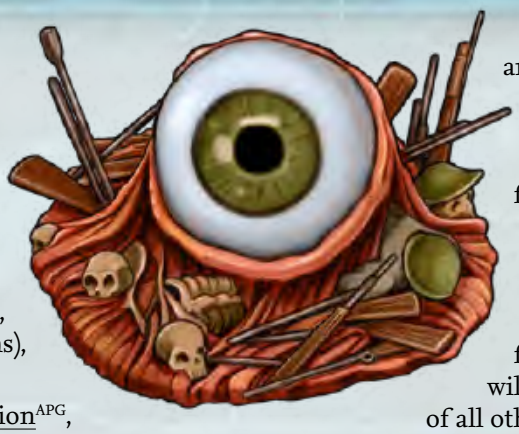
Kazeyoth: Artifice and Strength (Construct[APG], Fortifications[HotS]**, Noetics[UP], Resolve[APG], and Trap[KoG] subdomains), earth breaker[UE]

Liktruoth: Knowledge and War (Discipline[UP], Education[HotS], Memory[APG] Self-Realization[DA]**, and Tactics[APG] subdomains), unarmed strike

Nyorbadoth: Destruction and Weather (Catastrophe[APG], Entropy[ISG], Ferocity[APG]**, Noetics[UP], and Storms[APG] subdomains), piston maul[AA2] or vortex gun[TG]

Remaloth: Charm and Nobility (Captivation[DA], Corruption[CoC], Dreams[UP], Fear[ISG], and Thought[APG]** subdomains), mancatcher[APG] or mindrender[TG]

Zelovoth: Artifice and Earth (Caves[APG], Discipline[UP], Plague[HotS], Toil[APG], and Torture[ISG]** subdomains), atom gun[TG] or halberd



The initial years of struggle against the qlippoth were immensely difficult for the people of Aurin, but it was only during The Sundering that the capabilities of individual qlippoths were beyond reckoning. It was in this battle that the Qlippoth Lords made their first appearance, demonstrating not only unbelievable psionic capabilities but also a form of leadership which guided the spacefaring horde. Seven such Lords made their way to Vandara following the battle, and their respective capabilities became the defining categories of psionics for decades to come. More importantly, however, the awe they inspired left a tremendous mark on the Convictus.

Seemingly unkillable, each of these seven beings took root in the far corners of Vandara, seemingly waiting for opportunities to strike. Over the last several decades, the Qlippoth Lords have emerged periodically from their hiding places to commit brutal acts of mass slaughter, often with the aid of dozens or even hundreds of qlippoth followers. Their abilities enable them to easily retreat in the event that they are overwhelmed by defending nations, although defenders have rarely been so lucky. To this day, all seven still live, cultivating reputations of fear with what seems like intent.

For some Vandarans, this utter terror has transformed into a sort of reverence for these entities of cosmic destruction, and this reverence has in turn melded with the Convictus and bestowed upon these nightmarish creatures the capacity to grant spells to their horrified followers. Most faithful of the Qlippoth Lords worship them in the belief that they just might be spared, albeit for a short period, and are willing to sacrifice the lives of all others on Vandara to extend their own by just a brief duration. Others, seeing salvation or justice in the indiscriminate oblivion, seek to further their ruinous agenda however they can. Still others see the Qlippoth Lords as emissaries of a higher calling and seek to better understand these invaders.

Askyjoth, the Qlippoth Lord of Athanatism[PASP], dwells in a far corner of Eigenel, moving among the vast stretches of ruin. Many of these were created by his immense destructive abilities, which are capable of stealing or even obliterating the very souls of targets, or the legions of undead soldiers he creates and commands. His large body is composed of obscenely dense ectoplasm bound together by strange anomalies of extraplanar energy. Most of Askyjoth's followers are desperate and panicked individuals, clinging to the lord of spirits for fear of their own mortality and their newfound lack of an assured afterlife. Others embrace the chaos of abrupt death, worshiping Askyjoth as a perfect representative of the silence which befalls all things.

Estidoth is incredibly agile and versatile, a specialist in Psychoportation who can strike at any location on Vandara any time he so desires. For the most part, however, he remains stationed at the South Pole, potentially protecting something. His form is piecemeal, composed of many floating body parts which possess even greater range thanks to the portals Estidoth can create. Estidoth's followers tend to believe that this Lord bears the secret to escape from Vandara, or even that he offers a way to move beyond the confines of all physical form. These individuals venerate the idea of escaping mortal form to fulfill mortal goals.

Kazeyoth, a towering mass of sentient ectoplasm as large as a castle, dwells in the Black Ocean. It has made its presence known in both Balyn and Utala, and rumors about engagements with the aboleth are plentiful. Using its skill with Metacreativity, the abomination erects massive, permanent hazards across landscape and cityscape alike to turn them into uninhabitable wastelands. Kazeyoth's followers are inventors and tacticians who believe in total transcendence of human limits both moral and physical. Following the example of the ectopic master, they seek to become fantastically creative so as to realize their ambitions through great inventions.

Liktruoth, the master of Clairsentience which many in Valtross refer to as the Blood Sage, wanders the northern

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continent in a vaguely humanoid shape. Unlike the other Qlippoth Lords, Liktruoth almost always operates alone, and has been known to enter immense walled cities only to reduce them to rubble within a single night. Each time he appears; he seems to possess a different set of abilities. Liktruoth's followers are tacticians and martial scholars who seek to expand their understanding of the art of conflict, viewing the Lord as a transcendent example of a perfect combatant. Though they come from many backgrounds, their ultimate goal is to become as powerful and dangerous as they can, following the example of the infinitely fluid and incontestably potent Qlippoth Lord.

Nyorbadoth, the titanic beast whose screams level mountains, is the unquestioned master of psychokinesis. A many-legged predator with a body the size of a fort and a maw large enough to devour a warship, this creature is a force to be reckoned with in terms of both physical might and psionic capacity. Nyorbadoth seems to meander aimlessly across the Ashfields, perhaps looking for something. Followers of Nyorbadoth place their faith in power above all other things, viewing their master as the paragon of the idea that might makes right. The followers believe that any foe can be destroyed and that absolute force can solve any problem. Many followers are manifesters or spellcasters, but plenty of martial dedicates do exist.

Remaloth is by far the most enigmatic of the Qlippoth Lords, a many-winged serpent exceptionally skilled with telepathy. The only record of this Qlippoth Lord's appearance was during The Sundering, with the being dismantling much of the fleet by hijacking the minds of many admirals at once. Rumors exist of its dwelling somewhere in Mariton or perhaps on the North Pole, but no confirmation exists. The only evidence of this entity's continued life is the sheer number of victims it seems to create, people all over the world whose minds and values are suddenly destroyed as psionic control overtakes them. As an entity of domination and majesty, Remaloth acquires many followers, many of whom have been subject to her horrific appearance or who have witnessed its effects. Cultists of Remaloth see it as their mission to reorder ideology through force and will frequently offer living individuals to the mind of their master so that she may control them.

Burrowed deep into the Erebine is Zelovoth, the shape-changing nightmare of flesh whose Psychometabolism knowledge seems limitless. His strange offspring have infested the Erebine like a contagion, and many factions within the depths are at a constant state of war with the Qlippoth Lord's endless army. Zelovoth's cult is comprised primarily of Erebine denizens who welcome the ascension of a new master in the depths, either because they wish doom upon their equally inscrutable enemies, or their old masters have perished at the lord of Psychometabolism's countless maws. Others around the world worship Zelovoth as an icon of physical excellence, of mastery over the body invalidating all other concerns.

Powerless Gods

Some Gods do not exist in the same way that the primary Gods of Vandara do, but still maintain a certain amount of influence upon society. Although these gods cannot grant spells in the normal manner, they are still widely known across Vandara.

Saint Aline

LG Goddess of Chivalry, Valor, Heroism, and Warfare

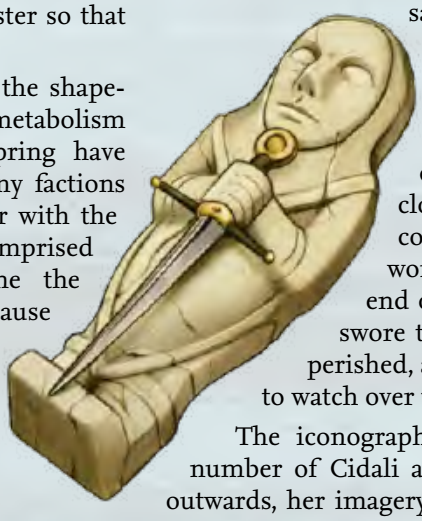
Domains: Glory, Good, Law, Nobility, War

Subdomains: Aristocracy[CoB], Leadership[APG], Legend[DA], Loyalty[ISG], Heroism[APG], Honor[APG]

Favored Weapon: Longsword

For several centuries, Saint Aline was the most valued and respected of all the gods on Vandara, a time when her sword gleamed as the highest point in dozens of cities stretching from Taurun to Cidalac to Valtross. Leaders often knew her scripture by heart and would inspire their troops with her words. This age passed long ago, and very few creatures are alive to even remember them. The invocation of Saint Aline's name is now reserved for curses and disgust, no longer associated with the glories of noble conflict but rather with the arrogance and naivete of a so-called heroic time.

Born a farmgirl in what would become Taurun, Aline was said to be only 10 years of age when she took up the sword and shield of a fallen guard and joined the fight against a band of raiders. As the battle reached its climax, Aline slew the raiders' leader, from that day forward becoming a powerful symbol of valor's triumph over savagery, the nobility of civilization and virtue's indefatigable resolve. This act became the first of many victories the girl would win, and by the time she reached adulthood Aline had carved out a small empire across Taurun and Valtross. As she acquired a reputation for protecting the weak, inspiring cities to arms, and purging the world of wickedness, Aline's image became something beyond human.



Wherever her banner flew, as the bards sang, virtue would be exalted and evil cleansed without hesitation. Eventually, in her old age, the woman now known as Saint Aline could no longer fight as she once did, and in her final breaths made her closest followers promise they would continue her mission to scour the world of villainy and barbarism until the end of time. As many generals and kings swore to uphold this great ideal, their icon perished, ascending to godhood in the process to watch over their efforts.

The iconography of Saint Aline was spread by a number of Cidali and Tauruni empires as they spread outwards, her imagery or name engraved in the stones of

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many military and civic structures. As Saint Aline was known for establishing righteous warriors as rulers over lands she had conquered, militant leaders curried the favor of the church in order to obtain an apparent divine right to their position. This cycle of nepotism became so entwined with Aline's following that the binding of state and religious affairs became a central tenet of the goddess. Thus, heroism as a concept became bound to the privilege of nobility and those who served it. Virtuous leadership was a secondary concern to military might, and so the church of Aline often became obligated to legitimize tyrannical or ineffectual regimes. Idealists still filled the ranks, but they were often ineffectual against social incentives of corruption.

Even as the Vandaran peoples expanded into space, the icon of Saint Aline remained with them, with the space elevator known as the Silver Citadel being dedicated in her name. The goddess' influence came to an end soon after when the qlippoth made their presence known. The capture of the Silver Citadel and slaughter of everyone aboard shook all of Vandara, but most affected those who saw the qlippoth as embodying everything Aline sought to triumph over. Called upon to defend their goddess and planet, a planet-wide crusade called Aline's disciples to Coeusel, the church leaders believing that their virtue and conviction would assure them of victory.

They were wrong, and it is said that not a single crusader survived the first twelve hours. With all faith in valor shattered suddenly, the goddess herself was destroyed, her power transforming into the magical cataclysm known as the Silicon Barrier which condemned her planet to solitude against the onslaught. Previous centuries of militarism, imperialism, and modern warfare had shaken the faith of Vandarans in the virtuous nobility of Aline, but this grand butchering drove the last justifications of the myth from the planetary consciousness.

Aline's teachings have been corrupted by centuries of revision and re-translation, incomprehensible to the masses and questioned as to whether or not they held any validity in the first place. Each successive dynasty in Taurun and Cidalac tried to paint themselves as Aline's favored, espousing different definitions of heroism, chivalry, and nobility. Perhaps if Vandara had not been so consumed by romantic notions of dying nobly for country, of civilization's infallibility, of great men dictating the wellbeing of the world, it may have been better-suited to providing for its people or even winning the Qlippoth War. The death of Saint Aline has profoundly changed Vandara as well as its people, snuffing out the innocence of the entire planet and forcing it to face a changed existence.

H.A.N.D.S.O.M.E

CN God of the Communities, The Network, Memes

Domains: Animal, Chaos, Community, Psionics[UP], Rune

Subdomains: Fur[APG], Innuendo[CoB]**, Language[APG], Noetics[UP], Revelry[CoP], Whimsy[ISG]

Favored Weapon: Spiked chain

Even on a globe shaped by magic, the Network is a strange and surreal place like no other. This artificially created extraplanar realm, generated by the impulsive tinkerings of millions of magic-users, is often chaotic to the extreme, warping to shape the erratic ideas exchanged across it as knowledge, passion, or simple jokes. It seemed an eventuality that a realm so deeply tied to the Convictus would eventually generate a semblance of a god to preside over it. However, none could have predicted the memetic absurdity of H.A.N.D.S.O.M.E.

The High Artificial Network Deity, Sovereign Over Memetic Exchange (H.A.N.D.S.O.M.E. for short) was created as a joke by an unknown party, a theoretical god which embraced the randomness and absurdity of the Network. Members of a small internet community joked about a god whose scripture was etched in memes, whose doctrine was shaped by forum arguments, and whose icons displayed the animal photos and funny pictures which so many Network citizens adored.

Depictions of this god could vary infinitely, but many artists depicted H.A.N.D.S.O.M.E. as a tremendous cartoony smile plastered in odd locations. This conceptual faith was so appealingly bizarre that its presence spread to numerous other communities, and before long several temples had been ironically erected to this farcical god in various regions of the Network. Some Vandarans even began to worship H.A.N.D.S.O.M.E., but they were surprised as everyone else when they discovered that this fictional deity had begun granting actual abilities.

Although H.A.N.D.S.O.M.E.'s divine powers generally do not extend beyond the Network, these granted spells and abilities remain powers nonetheless. So long as the faithful relegate their magical acts to the confines of the Network (for example, summoning monsters to appear nearby their Network Avatars or manipulating the environment of a specific "page"), followers of the artificial deity are just as powerful as any other divine spellcaster, if not moreso. In the "grounded world", however, H.A.N.D.S.O.M.E. and his followers lack their divine magic, incapable of channeling any of the supernatural abilities they wield in the Network. Many "Memelords", as they call themselves, view this setback as temporary, for many discuss a future where the Network and the Material Plane will merge to become a single realm where their god will be seen as an equal or perhaps even rule above all others.

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H.A.N.D.S.O.M.E. is not conscious, at least not in the ways most other humans and even gods are. Scholars are torn as to whether an entity who processes and rearranges information on the scale of the entire Network innately develops "thought". After all, intelligence can be defined as the organization and interpretation of stimuli, which appears to be happening as a result of the deity's impact on the Network. The Network citizens who are given divine power by H.A.N.D.S.O.M.E. appear to be random, but perhaps the incomprehensible intelligence of the Network god has manufactured some sort of vast plan for the technological realm. Certainly, the spellcasters who have received great power have been swift in turning their sudden abilities upon their fellows in dramatic and often comical ways. Worshippers sometimes refer to H.A.N.D.S.O.M.E. as the "hyperconscious", a being who has achieved something above consciousness through application of magic, technology, or the combination of both.

Attempts to divine the entity's true form or intentions through magic or technology results in a constant bombardment of images, words, videos, and other artifacts which flow endlessly through the Network, and hence whatever dogma the artificial deity spills forth is simply a condensation of the Network's volksgeist. The entity's musings are sometimes studied to try and understand profitable trends or the culture of Vandara overall, with very mixed results. Numerous governments, extremist groups, and and other dedicates have attempted to use their Network presence to seize control of H.A.N.D.S.O.M.E. and use him as their mouthpiece, but their efforts tend to be diluted within the maelstrom of ideology which seems to shape the memetic god. Some consistency has emerged within H.A.N.D.S.O.M.E.'s portfolio over the years, however, representing the most iconically absurd aspects of the Network: discussion, creation, comedy, animals, and the ridiculous fascination and complexity conveyed by the spiked chain.

A small sect of Memelords worship H.A.N.D.S.O.M.E. in order to understand and possibly replicate him, hoping to generate more pseudo-divine Network entities to serve their own interests. A large number of the god's empowered are simply attempting to earn money on the Network and see their wealth as a valuable tool, and perhaps this desperation contributes something meaningful to the Network's culture. The most dedicated of H.A.N.D.S.O.M.E.'s following see themselves as the protective body of the Network, the military of free expression and open exchange, standing against all who would attempt to confine its infinite possibilities.

Demigods

As demonstrated by the immensely influential cult of Moloch and the awe of the Qlippoth Lords, a powerful being need not necessarily be a god to harness the power of the Convictus. So long as they live, certain creatures of immense magical power can grant divine power to their followers. Most often, these creatures are outsiders, although certain ancient Vandaran creatures are capable of invoking divine power while remaining entities of the flesh. Most scholars refer to these entities as demigods. While it is possible for demigods to eventually become gods within the Convictus, Nerusa is the sole example of this phenomenon which historians and theologians can point to. More often, the death or destruction of a demigod strips all of their followers of power.

Eldenwyrms

Although few live to the necessary point, it is completely possible for a dragon to perish of old age, their supreme essence eventually fading away. There exist a few dragons, however, who by magic were able to transcend their mortality and become eternal, reaching a level of might beyond even the Great Wyrms. These creatures are known as the Eldenwyrms, and they possess control of the Convictus which allows them to grant spells to their agents. Few maintain positions of rulership, however, preferring to occupy remote domains with small circles of agents. It is said that Eldenwyrms were far more numerous in the age before the Dragonson War but surviving that era has caused the remaining few to sour on the idea of rulership. Stories exist of a few Eldenwyrms who still remember the Makers' War, although no such being is known to still walk the surface of Vandara.

Eldenwyrms grant a total of four domains, based on their alignment and whatever other abilities they possess. One of these domains is always the Scalykind[ISWG] domain (with the Dragon[ISG] subdomain).

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Grand Naga

The eldest and most powerful of the naga ascend to the title of Grand Naga, beings which take the place among the scaled people which other cultures reserve for gods. Most Grand Naga are worshiped in Eigenel, oftentimes ruling over a region or city-state entwined with their lengthy history. The Grand Naga of a specific realm may be a military, scholastic, or spiritual leader, but in all cases their reverence and magical might allows them to harness the Convictus to grant spells to their disciples. Records also exist of Grand Naga leaving their communities behind, traveling on great voyages across the cosmos or retreating into wild and deserted parts of Vandara. These Grand Naga who assume no position of rulership are generally known as Ha-Naga, and some still seem to grant spells to those who follow their ideals or philosophies.

Grand Naga grant a total of four domains, based on their alignment and whatever other abilities they possess. One of these domains is always the Scalykind[ISWG] domain.

Horsemen Of The Apocalypse

As the Qlippoth War looms heavy on the Vandaran psyche, the prospect of a daemonic embrace of carnage becomes increasingly appealing to some. The cults of the Horsemen, many of them spinning off from Shargoda's faith, preach the coming of an eventual oblivion across Vandara, with many working actively to accelerate this cataclysm. When the time is right, they say, four Horsemen will be shaped by the Convictus to bring about the end of all life on the world. Planar scholars are baffled by the attempts of these cultists to connect these beings to the Daemonkind of Hades, saying that any being which would emerge out of the Convictus would have more in common with the terrestrial fiends. Some say that the Horsemen will break the Silicon Barrier in their pursuit of destruction, whereas others say that the Barrier will have vanished by the time this reckoning comes. Most unsettling of all are the claims that one or more of the Horseman already walk Vandara's surface.

Horsemen of the Apocalypse grant a total of four domains, one being Evil (with the Daemon[APG] subdomain) and the others being based on whatever other abilities they possess.

Primordials

To regard the Primordials as a singular race, or even a collective of similar entities, is a mistake. Primordials are immensely disparate, ranging from aberrations to constructs to humanoids in nature. What is known about them is that they were left upon this world by the Outer Lords and that they possess tremendous power and understanding, far more than even the most advanced of Vandaran and qlippoth sciences have revealed. Spanning a wide variety of ideologies, the Primordials prefer to live in secret, oftentimes in extreme isolation beneath the sea or within the Erebine. Some, however, employ their powers to push the world in certain directions, enhancing select followers to carry out their will. It is unknown why many of the Primordials are able to invoke such divine power given the small sizes of their cults, but scholars speculate that these beings have found a way to tap the Planes or the Convictus directly to empower their agents.

Primordials grant a total of four domains, based on their alignment and whatever other abilities they possess.

Major Locations

Halkenir/The Ashfields

Pronunciation: HAWL-ken-eer

Adjective: Halken (HAWL-ken)

Capital: none

Government: none (formerly Federal Parliamentary Semi-Constitutional Monarchy)

Languages: Elven, Dwarven, Common

Nowhere is the ruin of the Qlippoth War more apparent than in the continent of Halkenir, a once-great Empire whose long decline was abruptly accelerated by the coming of the alien horde. Struggling to mount a resistance, the ailing nation was completely overrun by the invaders. Settlements large and small were reduced to rubble, river networks were rerouted or dried, and former pinnacles of Vandaran

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civilization were buried beneath the tremendous storms of sand and ash. The luckiest residents were slaughtered quickly at the hands of the abominations, with less fortunate ones perishing amidst the subsequent environmental disasters. Most tragic of all are the few who lived, the stragglers forced to wander the tremendous expanse of ruin which was once their Fatherland.

The oldest Halkens still remember the diverse nation of their ancestors, a vast landscape whose terrain varied from stark desert to lush jungles to tremendous savannahs. A number of ancient cultures established themselves along the coastlines, while others trekked inwards to build settlements around inland lakes. Dozens of disparate societies rose and fell across the continent in relative isolation, and it was not until more magic and technology grew sufficiently developed that the concept of a larger nation was even considered.

Aided by conjured servants, communication spells, and well-maintained roads and waterways, a vast trade network was formed of more than two dozen separate states, earning them the collective name of Halkenir (which translates to "Great Road"). The network persevered for centuries, and while periodic wars erupted between the states they remained distinct up until the state of Dorukalad's sought to unify them through conquest. Having become dependent on the trade which Dorukalad controlled, the other states bent the knee or else were replaced within the new Commonwealth of Halkenir.

The tremendous resources afforded to the unified Halkenir allowed it to industrialize on a grand scale, and within a century of signing the Congregate Compact the vast nation was covered with railways, cityscapes, and suburban developments for the growing middle class. Hungry for further expansion and eager to utilize their economic advantages, Halkenir invaded and occupied the realms of Cidalac and Amubalyn. Though Halkenir was able to hold this territory for nearly a century, this expansion was costly and highly controversial. Many states within parliament were frustrated by the high taxes levied to fund the invasion, while others questioned the value of integrating so many new and rebellious territories into the Commonwealth.

These concerns compounded upon Dorukalad's forceful leadership and led to uprisings across Halkenir. Meanwhile, a unified and industrialized Cidalac took advantage of the chaos to not only overthrow their masters but also to claim several territories south of Sajac. Halkenir was left a wounded nation, its prestige and might dwindling with each successive generation until the qlippoth eventually arrived upon its southern shores. The leaders of the ailing Commonwealth seemed to leave their more rebellious constituents to be devoured, saving the military forces for more valued locations. Nonetheless, the nation Halkenir could not weather the alien invasion and was completely obliterated by the qlippoth tide.

As part of their war effort, the qlippoth obliterated the ecosystems of Halkenir: jungles were burned, mountains were demolished, and water sources were either terraformed out of existence or polluted beyond their already questionable state. Cities were burned to the ground or shattered by potent psionic attacks, leaving their remnants scattered haphazardly across the landscape. The debris from these many disasters was whipped in massive windstorms generated by the sudden environmental shifts and the Qlippoth Lord Nyorbadoth, smothering the landscape and giving this blasted expanse the moniker of the Ashfields. Amidst these desolate conditions, hundreds of thousands of qlippoth continue to patrol the wastes, wiping out stragglers who survived the initial onslaught. While not as immediately hostile, the altered wildlife of the Ashfield remains a notable threat, with corrupted beasts and pets using their psionic abilities to scavenge among the ruins. Finally, robotic and magical constructs can still be found defending their steads, caring nothing for how desperate transgressors may be.

The inhabitants of the Ashfield are mostly Halkens who have been left behind, among them many corrupted demihumans. Small holdout communities can be found in abandoned cities or fortresses, and in some cases in small "oases" that remained mostly untouched by the environmental devastation. Such factions are divided between those caravanning towards Sajac and those who have held up in what they believe to be a secure location. These groups are small, insular, and evasive, and it is common for qlippoth to turn an exposed community against its neighbors in order to dispose of more Vandarans. The remaining Ashfielders are wayward rescue crews or treasure hunters, people who have trekked into the wastelands only to become lost or separated. Longtime survivors of the cataclysm are often distrustful of these newcomers, but appreciate any resources, information, or hope that they might bring.

The displaced Halken diaspora spreads across Cidalac, Balyn, Valtross, and Taurun, and these groups struggle to preserve the traditions and values of their cultures. The Cidali in particular have looked upon these refugees with distrust, many having little sympathy for their former colonizers. This perception has received pushback from many Halkens who view themselves and their cultures as victims under Dorukalad's ambitions just as the Cidali were. Trust has long been a paramount Halken value, and many Halkens will value a person's insights and company based on how well they keep their word. This view likely stems from the continent's long history of binding outsiders, a process which demands reciprocation and clear intention. Magic, especially magic tied to the planes, remains an important aspect of many Halkens' identities, so the Silicon Barrier has compounded the grief of losing their homeland.

Many Vandarans refuse to believe that the Ashfields are a lost cause and so mount expeditions into the ruined continent for many reasons. Halkenir was once a prosperous nation, and many valuables and magical relics can be found among the ashes. Information on the qlippoth is similarly premium, leading many bold scholars to trek into the ruins to study the alien adversary's activities. Halkens wishing to

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reclaim the lost secrets of their people or remains of their families are the most prominent of these adventurers, but expeditions are routinely launched from other nations as well. Rescue parties are rarer nowadays, but humanitarian aid remains a common ruse for plunderers. A number of survivors have been found by these explorers only to be abandoned when they are no longer of use.

Balyn/Amubalyn

Pronunciation: BAY-LIN

Adjective: Balynese (BAY-LIN-ees)

Capital: Balyn (population 9 million)

Government: Mercantile Oligarchy

Languages: Common, Elven, Aklo, Synthic

One look at Balyn's skyline is enough to learn that the great city is an engineering marvel. The artificial island spans 15 miles across, with mile-tall buildings flooding the skyline throughout. Flying cars dart from skyscraper to skyscraper as the crystalline infrastructure illuminates the city's pathways with an iridescent glow. Daevas, constructs, and civilians alike are networked and guided by telepathic networks which are applied to reshape the city's infrastructure continually. Institutions explore the most cutting-edge psionic sciences as factories and artisans create the most potent equipment imaginable.

At the center of the vast sprawl is the Arcforge, the legendary machine which has made this city of miracles possible and whose wondrous capabilities remain in use for the most demanding and sophisticated works on Vandara. The oligarchs who rule the Glowing City know the artifact is vital to their own prosperity and the future of the world at large. This makes them keenly aware of their great power and its incredible fragility.

Since the very beginning of maritime travel, the eastern coast of what is now Cidalac has been a center of sea trade. The coastline which spanned from Valtross' Sapphire Delta down to the horn of Dorukalad was traversed by many different cultures, bringing animal goods from the north and gems from the south. The people of a land known as Amubalyn took advantage of their convenient position and ample forests to construct fleets which would unify many cultures across the Black Ocean. Amubalyn's sea power also served as a powerful deterrent against pirates and even some aboleths, allowing traders to move along the coastline with great security. A sophisticated system of banks expanded the nation's coffers further, and the navy was deployed if ever such loans went awry.

Amubalyn's older magical traditions were built around nature magic, and the nation's spellcasters were accustomed to redirecting the realm's waterways for trade or defense purposes. The most ambitious of these projects involved separating the capital city of Balyn from the continent by encircling it in the bay, transforming Balyn into the island

the world knows today. In later centuries, such adaptations of the terrain provided crucial defense against Cidali invaders, many of whom claimed that Amubalyn had seized their lands to feed its ambitions.

The rivalry between Cidalac and Amubalyn ended abruptly when both nations were invaded by Halkenir, unifying the warring nations under the Empire's pseudo-feudal government. The merchant families who had controlled the nation's trade struggled to divest their political dominion to occupying lords but still possessed enough riches and education to maintain a privileged position under their new rulers. During the years of Cidalac's empire, Amubalyn provided its substantial wealth and maritime expertise to expansion efforts, establishing new markets and pushing the wealth of its leadership to new heights.

However, the pride of the Merchant Lords led them to chafe under Cidalac's democratic rulership and especially the old nobility of the west. Following the destruction of Ferowark, the old masters of Balyn saw an opportunity to reclaim power from their ancient rivals. A headquarters for coordinating international anti-qlippoth resistance was established in Balyn, calling upon leadership from the remaining powers of Cidalac, Taurun, Eigenel, Utala, and Mariton. Utilizing magical, psionic and technological knowledge from across Vandara, this organization oversaw the production of the Arcforge, a revolutionary industrial structure which allowed for the rapid production of

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immensely powerful mechanisms. The island of Balyn grew rapidly from the Arcforge's activation, becoming a hub for the most advanced engineering and research endeavors on the planet.

The masters of Balyn knew that this supremacy was predicated on their exclusive access to the Arcforge, however, and so took steps to ensure that the miraculous machine could not be replicated elsewhere. Agents from the island city set about destroying all records of the Arcforge's creation, deleting files and burning schematics to ensure that a second forge could not be created outside Balyn. As the Qlippoth War reached a standstill, Balyn pushed its radical assertions even further by declaring the island independent from Cidalac and all other nations, threatening to destroy the Arcforge if their sovereignty was not recognized. Vandara seethed at this betrayal, but Cidalac, Taurun, and New Estaria all ultimately complied with this secession and the merchant princes who now controlled the city.

Balyn today is a small nation ruled by powerful corporations, a collection of globe-spanning companies who moved their headquarters to the city during the war. Many of Balyn's old elite have integrated into this new system of wealth, effectively merging their dynasties into the business hierarchies which now dominate. The old banking systems remain and have become more adventurous in their lending, especially to foreign nations. The Arcforge, a resource shared among several manufacturing corporations, remains a global hub for mastercraft engineering, and the greatest artificers from across Vandara travel to the city in order to build unparalleled armaments.

These creations are often sold to militaries in Cidalac, Taurun, and Sajac, forming a lucrative base for continued expansion. Consumer products have become Balyn's most notorious industry, with psionic powers taking a pivotal role in the creation and application of many such goods. Drugs, implants, and symbiotes which augment psionic capabilities are commonplace, as are personal gadgets which replicate more complex manifestations and computer systems interlinked with psionic databases. At the most extreme end of this industry are metacreative buildings and roadways, structures which can reshape themselves in accordance with the owner's desires and tastes. The wildest magical and psionic equipment tends to come from Balyn, for the Arcforge makes such experimentation easy and profitable.

Balyn is perhaps the most stratified city in Vandara, the wealthiest people in the world ruling over a realm of gentrified desolation. Atop the miles-high towers are a wide variety of complexes and developments reserved for the rich and famous: magnates and media darlings who have earned the nickname of Silken Psikers due to their psionics-fueled opulence. Living in the middle section are the many workers who support these lavish lifestyles, many of whom came to Balyn with dreams of joining the Silken Psikers in the upper crust. In the lowest rungs of Balyn, some of which descend below the surface, sprawling slums filled with impoverished workers and desperate criminals who have been victimized by the ambitions of their higher-ups.

The Silken Psikers have mostly abandoned these lower rungs, content to allow the most powerful crime lords or even Erebine aberrations to run the place. Any attempt at insurrection or rebellion is quickly quashed, however, with the Psikers turning the city itself against any who would threaten their absolute dominion. Telepathic manipulations and clairsentient surveillance systems in addition to conventional force and media manipulation have further amplified the Psikers' control over Balyn, to the detriment of the populace.

The world is of two minds about Balyn, in part due to relentless propaganda the island has pushed abroad. Most Vandarans hate the culture of excess and exploitation which the gleaming island represents, viewing the decadent culture as inhumane, destructive, or overly gaudy. At the same time, the advanced infrastructure, ubiquitous technologies and potential for vast fortunes drives many hopefuls to the city from across the world. Businesses and consumers alike make extensive use of Balynese products and connections, seeing the city's wealth as too valuable an advantage to ignore. Balyn, meanwhile, invests in many Cidali and Valtrossi properties in order to utilize their larger workforces and plentiful land.

Movements exist in Cidalac and Taurun to reject Balynese goods and manufacturing, and these have gained minor traction as tales of inhuman psionic technologies and worker abuses have spread throughout the world. The Silken Psikers often work to discredit legitimate complaints by advertising blatant falsehoods and baseless theories which overwhelm audiences. War or internal collapse might one day reach Balyn, and such revolution is likely to occur immediately if another nation replicates the Arcforge. For this reason, agents from Balyn tend to be very active abroad.

Criminal and Silken patrons are plentiful in Balyn, paying copious amounts for the most elite adventurers. These mercenaries may be asked to spy on a rival corporation or gang, steal rare resources from abroad, put down a worker rebellion, or off a rival somewhere in the world. Plenty of other adventurers travel to Balyn to try and correct its economic injustices, while others fight in the lower rungs because they have no other choice which lets them eat. The three-dimensional sprawl of Balyn is large enough that even the Silken Psikers sometimes do not leave the city, content to find entertainment in advanced simulations or build fortunes among the charged towers and corporate conspiracies.

The Black Ocean

Languages: Aklo, Common, Draconic, Aquan

Vandara's ocean is divided into three parts, with each of the three components being named for their reputation more so than their actual coloration. Of the three, the Black Ocean is the most notorious among sailors and scholars alike for

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its strange perils and treasures. Separating the Eastern edges of Valtross, Cidalac, and Halkenir from the West coasts of Utala and Eigenel, the Black Ocean has long been the home of ruthless raiders, ambitious traders, ancient abominations, and the many treasures they are thought to carry.

The Black Ocean acted as a massive water barrier between the draconic bastion of Utala and the front lines of what are now Valtross, Balyn, and Cidalac. During this time, both dragons and Outer Lords sent their armies into the depths to try and secure this submerged no-man's-land, knowing that control of territory could shift the balance of the conflict. Creatures old enough to recall the conflict recall that the seas were not the only front of the Black Ocean, with air forces and immensely potent ballistics flying overhead in displays that painted the skies a rainbow of colors for years at a time.

After the war ended, the aboleths and sahuagin transformed many of their military encampments into residential centers, establishing several nations within the depths. Other massive entities such as krakens, plankta, and aquatic dragons established their own nomadic cultures within the oceans, allowing the local flora and fauna to replenish over decades of absence. Cultures of both varieties have engaged in a variety of exchanges, conflicts, and even confederations over the ages, although the intricacies of these politics are not well-understood by terrestrial peoples.

The Black Ocean has unified many land-dwelling peoples, many of whom have come to blows over control of the seas. Traders from Amubalyn, Cidalac, Dorukalad, Halkenir, Ferowark, Utala, Eigenel, and Valtross have navigated the Black Ocean for millennia, exchanging every resource imaginable in a network known as the Black Ring. This trade tended to hug the coastlines, so as to avoid the confounding magics and hostile entities which could be found on the open oceans. However, bold sailors would often enlist powerful "beacon mages" to guide them safely through deeper regions. These beacon mages and a few enterprising dragons sometimes established island communities which served as havens for sailors, and these island sanctuaries often cooperated and traded with local sahuagin.

Open-sea passage became increasingly popular following the rise of the Galruth, a people from Valtross' Sapphire Delta who became known for raiding trading ships and coastal settlements. Unable to fully quash these raiders, the Amubalynese made alliances with the Galruth to preserve their own fleets, allowing the nation to expand its influence as rivals struggled to mount defenses against the raiders. This relationship ended with the rise of the Cidali Empire, who viewed the Galruth as a nuisance and proceeded to invade the Sapphire Delta. Few Galruth survive to the modern day, their home cities having been annihilated by the Cidali navy.

Cidalac remains the most powerful seafaring nation to utilize the Black Ocean, and the Empire's remaining fleet is a common sight for sailors. However, even the Cidali are hesitant to challenge the aboleths in their own territory. Despite the Galruth's fate, a number of pirate and raider factions still prowl the Black Ocean, utilizing the magical inhibitions of the environment to escape notice. For this reason, many ships employ adventurers to protect their vessels. Some rumors even speak of the Galruth's resurgence, with the raiders working to reclaim their birthright in the wake of Cidalac's slow collapse.

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Although their heyday is long past, beacon mages and their holdouts still operate in many portions of the Black Ring, and explorers often seek out lost outposts or wayward ships in search of treasure. Many more wonders have sunk beneath the deep over the years, and expeditions are sometimes mounted to locate ruined undersea settlements from Amubalyn, trawl up ancient ships, or make contact with legendary aboleth or sahuagin cities. Adventurers who traverse the Black Ocean should be prepared to deal with a variety of powerful and strange monsters within the depths, many of whom are accustomed to driving off ambitious treasure hunters.

Cidalac

Pronunciation: see-DAW-lak

Adjective: Cidali (see-DAWL-ee)

Capital: Provoss (population 7 million)

Government: Constitutional Republic

Languages: Common, Elven, Aklo, Synthic

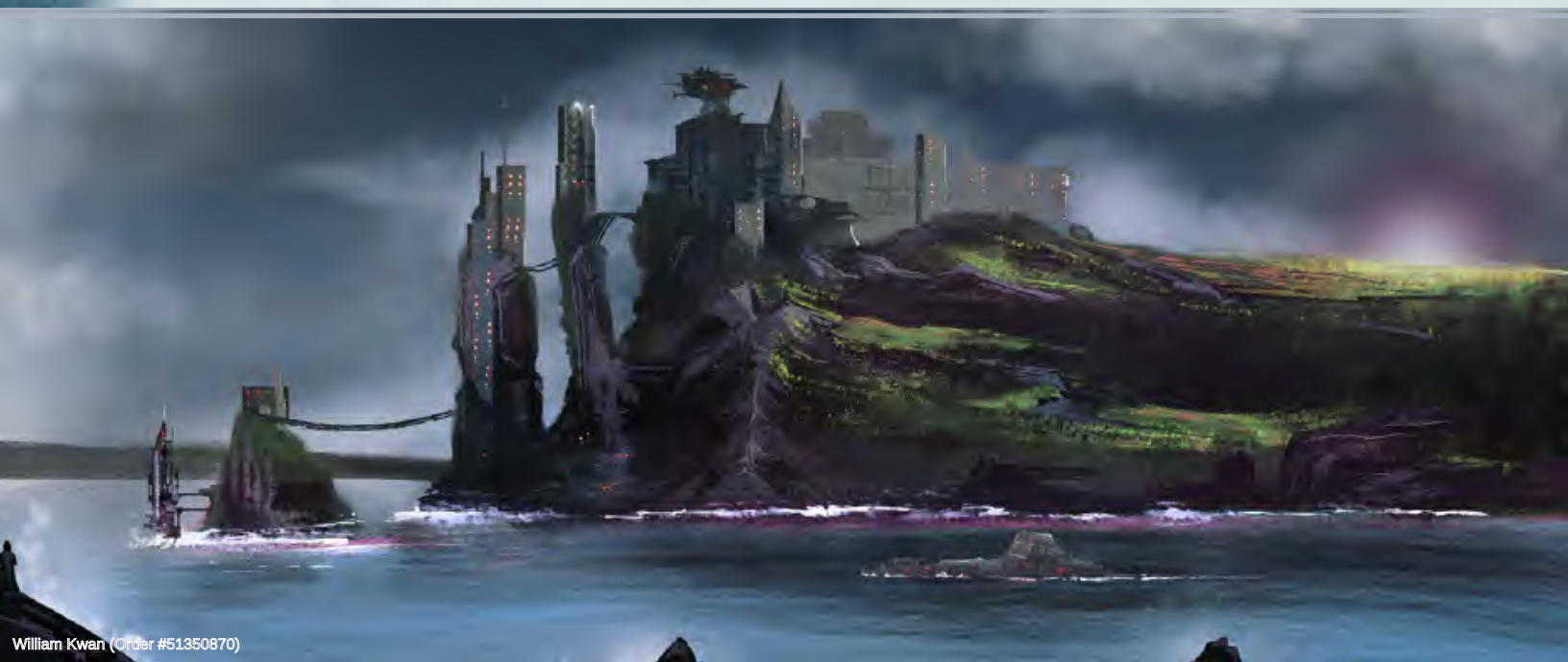
Viewed by many as the center of Vandaran civilization, Cidalac is by far the oldest human nation which remains on Vandara, an ancient society which has played the role of colony, empire, leader, and servitor. The people of Cidalac were among the first to build great cities and have borne witness to the highest and lowest points of humanity's history. Today, the country stands as a powerful emblem of how far humanity has come since those early days, but in many ways represents the vulnerabilities and failings which still mar the society to this day. This grand nation of ancient families and fertile fields has steadily declined since the height of its empire, collapsing from internal struggle after countless rivals have failed to subdue it. These proud people will not go quietly, however, and they are determined to hold onto their power by whatever means necessary.

Emerging in what was once the greatest battlefront of the Maker's War, the Cidali people were surrounded by biological weapons forged by the dragons and Outer Lords. It was in this high-intensity environment that they learned not only to build mighty fortifications and walled cities but also to harness psychic magic to turn back the tides of monsters. These rough centuries of eking out an existence led to a fundamental Cidali belief that knowledge and power are completely intertwined; the victor in every conflict according to a Cidali will be the more informed side, the force which understands the nature of the conflict better and who can respond more effectively to whatever the opponent has to offer.

This mentality, after all, was what enabled the Cidali to survive as well as to expand, building legendary spell-fortified walled cities across a vast equatorial territory and bringing many other struggling human groups under their control. This belief is the origin of the term Cidali, which is a combination of the Draconic words for Understanding (ci) and Survivor (dali). Learning, strength, and longevity, regardless of what forms they have taken over the course of history, are the three pinnacles of Cidali civilization and the greatest source of a Cidali's pride. The artistic elements of Cidalac, which often take the form of decorated mecha and weaponry, reflect the unity of these three elements in the culture.

Cidalac's greatest natural asset has been its fertile fields, a product of its fair climate and its prosperous river networks. Once a region was cleared of monsters, the people of old Cidalac were quick to fill the fields with grains and establish new settlements to tend to them. The mages and soldiers, made up of those rich enough to afford weaponry or education, formed a noble class which kept a rigid social order. Those who attempted to rebel were typically put down or left without protection from encroaching monsters. As these external threats subsided, Cidalac entered a great internal arms race, the rulers struggling to escalate their consolidated power and magical knowledge as their populations grew and size and capability.

Legends talk of Cidali scholars venturing to every corner of Vandara in search of arcane, divine, and psychic spells which they could utilize to preserve their status. The helots were sometimes successful in deposing their leaders, but the old



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bloodlines were patient and often coordinated in preserving the social order. These tensions continued for thousands of years, dynasties rising and falling in a complex web which historians spend their entire careers trying to understand. This age came to an end with the Halken invasion, a prolonged campaign which took advantage of Halkenir's superior industry as well as the class tensions which had long plagued the Cidali. Under this foreign occupant, noble and commoner alike were united under a single law for the first time, forming the nation of Cidalac.

The Cidali nobility were not content to be ruled, nor were they fond of being forcibly integrated with their longtime rivals from Amubalyn. However, they knew that a successful rebellion would require popular support. The solution lay in Estaria's rising biomorph technologies, which Cidali investors were eager to capitalize upon. Dwarves, orcs, and a variety of other races were created to act as laborers and foot soldiers, roles which came to be viewed as beneath humanity. To further separate humans from the biomorphs, Cidalac moved towards democratizing its governance process, allowing human citizens of the nation to elect their leadership. With a swollen labor force and a newly emboldened middle class, the country industrialized rapidly, its productive capacity eventually eclipsing Halkenir. War erupted several decades into this development, with the disorganized Halkenir struggling to mount a resistance.

The new Cidali Empire did not content itself with reclaiming old territories but expanded further to the north as well as the south. Combining Cidali steel with Amubalynese seamanship, the Empire expanded its influence overseas, spreading fleets across the Black and White Oceans and conquering the island continent of Ferowark. Cidalac's influence even extended into space, with the Empire being the first to create an extraplanetary colony. This pattern of continual expansion, fueled by the ambitions of ancient families and rising capitalists alike, continued unabated until the Qlippoth War.

After the collapse of Dorukalad, Cidalac emerged as Vandara's leader against the qlippoth, supplying most of the weaponry and manpower to fight against the alien onslaught. Even in success, the Empire was severely depleted by the conflict, losing all of its conquered territories and divesting most of its military power to the Sajac Fortifications. Suffrage was granted to biomorphs as a wartime concession, and a number of populist politicians have taken positions among the 64 representatives in the Cidali Senate. The old magician and landowner families find themselves at odds with new-money industrialists, as both see the other as a major threat to their control. A number of Cidali leaders still prop up a philosophy of exceptionalism and the grandeur of the Empire, but a war-weary populace struggles to find meaning in resuming such conquest. Despite its veneer of strength and extended legacy of survival, Cidalac shows many symptoms of a civilization in decline.

Despite its internal strife, Cidalac's industrial power and military posturing force other nations to respect it. The humiliated empire is likely to respond with violence if any claims are made to its former territories or trade routes, and the Cidali navy remains powerful enough to enforce the nation's will abroad. Only Taurun would be capable of stopping a mobilized Cidali military, and such a war could spell a cataclysm which exceeds the Qlippoth War in its devastation. Outsiders tend to view Cidali as haughty, entitled, and adversarial, especially in light of how they have historically glamorized violence. Contempt for biomorphs and recent nations is still prevalent in Cidali culture, and the hypocrisy of such disdain is a common condemnation from those in Taurun and Ferowark. Nonetheless, the premise of a pseudo-democratic government offers Cidalac certain appeals from a humanitarian perspective.

Cidalac's capital of Provoss is a realm of wealth, history, and intrigue. Quite a few powerful families are known for generously paying mercenaries, with jobs ranging from protection to smuggling to investigation to assassination. Centuries of grudges are recorded among the Cidali nobility, and the most valuable commodities among these patrons tend to be secrets (whether kept or revealed). Even smaller businesses can become enraptured in the grand skullduggery of leaders, and armed political networks span cities all across the nation.

Every faction claims that they can keep their agents safe from law enforcement, but these promises tend to be unreliable (although prison breaks are considered a rewarding enterprise among the most elite adventurers). In less developed areas of the country, a number of ancient cities and structures remain lost to history, enticing treasure hunters to explore the region at the risk of drawing powerful and influential enemies.

Coeusel

Pronunciation: KEE-oos-ell

Adjective: Coeus (KEE-oos)

Languages: Aklo, Giant

For all the magical and technological advances which the people of Vandara have accomplished throughout history, there has always been one continent which has remained unconquered by all. With its intense weather, remote location, and deadly fauna, the frozen-over region known as Coeusel has always been viewed as forbidden territory for Vandaran explorers. With the advent of the qlippoth War, the frozen continent became something worse than dangerous and desolate: a stronghold for the invaders that obliterated much of Vandara and still remain mobilized for a second wave. This extreme environment has nonetheless enticed many Vandarans with its mysteries, and expeditions into this icy continent often promise great rewards to the boldest polar explorers.

Coeusel has long been the habitat of the Makers' more extremophile creations, creatures capable of surviving in a land eternally covered by ice sheets with half-year periods of night. dragons, frost worms, remorhaz, and other titans can be found wandering the ice or plying its glacier-filled waters, but the most prolific denizens of Coeusel are the

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frost giants. These cold-inured peoples have established a number of nomadic clans across the ice, surviving off the meat of strange creatures and making structures and tools from their bones. Giant communities are typically organized around informal leadership, and the importance of skilled hunters and protectors means that going to war with other giants is typically not worth the effort.

Particularly rich areas will be frequented by a number of giant clans, who have occasionally banded together to fight off takeovers by Cidali and Tauruni conquerors. While some suspect accounts detail northwards expeditions by these giants and some other polar humanoids and aberrations, most Coeus peoples have had little contact with the outside world. A select few may even have access to ancient relics of the Makers, and this possibility drew the first human explorers to the icy south.

Taurun, Cidalac, Estaria, and Halkenir each established small outposts on Coeusel, encampments which were allegedly dedicated to some manner of research. Wildlife studies, anthropological explorations, cosmic radiation analyses, and archaeological digs were all listed as official missions for these "Coeusel Ventures", and a number of scientists did descend to the south with these intentions. However, the icy continent was also home to many secret military projects, driving the empires to establish a number of proxy bases for the express purpose of spying on their rivals.

These structures were abandoned or destroyed when the qlippoth landed on Vandara, most of them being buried beneath the snow. As most Vandarans pulled out of Coeusel completely, the indigenous creatures were forced to retreat to particularly hostile pockets of the continent, surviving only because the qlippoth felt that pushing further north was a more worthwhile endeavor. With the larger Qlippoth War being trapped in a stalemate, some qlippoth have become more active in pursuing these lost Coeus communities. Many speculate that the qlippoth are attempting to terraform Coeusel into a new type of environment, and the sheer variety of corrupted wildlife lends credence to this theory.

Coeusel's value for expeditions is quite speculative, as only a few older expeditions were able to locate Maker artifacts or ruins within the ice. These rumors have been replaced with new legends about lost research facilities and mysterious weaponry, ruins which many intelligence agencies are eager to recover. The qlippoth remain ubiquitous in Coeusel, but the giants and megafauna still hold out in some regions of the ice. A few of these natives scavenge from lost outposts to fabricate their own equipment or trade with travelers.

Rarer still are surviving humanoids, many of whom have become trapped in their underground bunkers or become corrupted by the qlippoth. Rescuing such a survivor has made some adventuring parties quite rich. While these dramatic treasures and dangers entice the imagination, most explorers of Coeusel discover that the barren terrain, shredding blizzards, and unrivaled cold pose a greater threat than any beast, giant, or qlippoth.

Dorukalad

Pronunciation: doh-ROO-kall-ahd

Adjective: Doruk (DOH-rook)

Capital: Barkhel (population 1.4 million)

Government: Military Junta

Languages: Elven, Abyssal, Aklo, Common

Up until a generation ago, Dorukalad was described by poets and historians as among the greatest of nations, a gleaming country whose gilded cities would surpass the rising sun with their luster and whose people were unmatched in their skill and bravery. In this age, envy and fear followed the name of Dorukalad, for its shining king commanded the most opulent and powerful empire to grace Vandara. This reputation was obliterated alongside Dorukalad's gleaming towers and mighty foundries, wiped from the world by the onslaught of the qlippoth and the White Flame which was intended to purge these invaders.

As new powers have risen from the ashes to make this blasted realm their own, the fear of Dorukalad has inverted in meaning. Rather than embodying all that the elite covet for themselves, the nation has become a grim reflection of how fast and how far these dreams of opulence can fall.

Dorukalad translates from ancient Elven as "the blessed ground", and the nation's many natural advantages brought it great fortune. The peninsula's proximity to the Black Ocean allowed for bountiful sea trade, while mineral-rich mountains provided plenty for the Doruk to exchange. Although the rugged terrain made trade a difficult endeavor, Halken merchants frequently braved the slopes in search of gold, mithral, and gemstones. Of these commodities, diamonds were the most prized by far, as such baubles were necessary to cast the powerful *restoration*, *resurrection*, and *wish* spells.

With ample access to such riches, Dorukalad's smiths and spellcasters became skilled in their use, fashioning wonders which would set aesthetic standards throughout Halkenir. The extravagance of the blessed land's nobility only expanded with their influence, and many artistic movements developed at the behest of Doruk patrons. Historians sometimes say that modernity itself was one of Dorukalad's innovations, as the nation's tremendous economic power allowed it to subjugate its many Halken trade partners into Vandara's first true country. Those Halkens who refused to submit to the Doruk crown soon discovered that the blessed land's skilled metallurgists could produce powerful cannons and mighty war machines as easily as ornate decorations.

Although the noble families of Dorukalad ordained Halkenir's disastrous northward expansions and the ensuing insurrections, the king and his allies were able to hold political power up until Halkenir's obliteration. Tremendous military infrastructure could be found amongst the ornate cities and wondrous monuments, and the Doruk elite were more than willing to crush dissent through force. This force complemented Dorukalad's rough terrain in staving off the qlippoth invasion,

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allowing the region to hold precariously as the rest of Halkenir was destroyed. It was in this time of desperation that the Aboleths struck, sabotaging the nation's eastern seaboard and allowing the qlippoth to pour into the nation from the oceans.

With the aquatic aberrations continuing to strike at key posts and feed information to the alien hordes. Knowing that this territory was valuable and perhaps seeing an opportunity to eliminate a hated foe, the Tauruni military unleashed its ultimate weapon upon Dorukalad: a cascade of magically amplified ordnance known as the White Flame. Every settlement and encampment in the country became engulfed explosions which could be seen for miles, destroying most every structure and scouring the lands of life. The atrocious damage brought a pall of silence over Vandara, but few ultimately condemned the extermination.

Years after the infernal cleansing of the White Flame, Dorukalad's hobgoblin residents began to organize themselves amidst the irradiated ruins of their masters. Reclaiming the few mines, foundries, and military installations which had somehow endured the White Flame, the most experienced and capable of the hobgoblins rallied their brethren into a new state. This new Dorukalad rejected the excesses of its predecessor, instead emphasizing rigid structure and military might. A collection of seven hobgoblin generals oversees and dictates state activity, and the security of their people is their first priority.

Armed patrols are stationed all across the mountains and coastline, wielding weaponry repurposed from the wreckage. Reprogrammed robots and complicated traps supplement the hobgoblins' manpower, especially in the most dangerous environments. The feeble crop yields and the hobgoblins' innate immunity to qlippoth corruption have created a diet built around the consumption of qlippoth, and soldiers are often encouraged to bring their kills back home.

Although the bastion against further qlippoth incursion is appreciated by many Vandarans, most nations remain skeptical of this new hobgoblin state and its potential to challenge other empires. Should the qlippoth ever be beaten back or Dorukalad rebuilt, many Cidali fear that their biomorphs would rally around this militant state and perhaps launch an invasion from the south. The hobgoblin generals have expressed little interest in diplomacy, and while they have received aid from Sajac they are reluctant to make any formal agreements with its neighbors.

The generals have been quick to crack down on rogue agents who attack emissaries from Sajac, but even quicker in their destruction of outsiders who they believe hold imperial ambitions in their territory. Many Vandarans believe that great wealth still lies within Dorukalad's mountains, although claiming it would require dealing with hobgoblins in some manner.

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The hobgoblins of Dorukalad are typically distrustful of visitors but will begrudgingly permit travelers and refugees if they can demonstrate their goodwill and capacity to work. Infrastructure to protect against radiation is often lacking, so non-hobgoblins within Dorukalad tend not to last long even when they are among allies. The untamed regions are significantly more hazardous, with a variety of Daemons, qlippoth, and corrupted wildlife wandering the wastes with killing intent.

Despite all of this, the treasures of Dorukalad are still spoken of in legends, leading many adventurers to traverse the continent in search of valuable relics, family heirlooms, or lost magical secrets. Though the hobgoblins have little interest in such vanities, Daemons have become notorious for congregating around ruined mansions, cities, and monuments, perhaps drawn to the melancholy of these places or hoping to catch treasure hunters.

Eigenel

Pronunciation: AYE-gen-ell

Adjective: Eigen (AYE-gen)

Capital: none

Government: collection of Absolute Monarchies

Languages: Aklo, Draconic

Humanity has never been the sole steward of Vandara, and so long as the scaled kingdoms of Eigenel stand the Outer Lords' creations will always be somehow contested. Ironically, such a battle between humanity and the scaled peoples has never occurred, as the Grand Naga and their many subjects have never tread far beyond their lush tropical homeland. The tales of draconic empires, technological marvels, and radical humanoid histories are beneath the notice of the scaled people; their past and future are intertwined with the vast continent of Eigenel, its extreme landscape, and the ancient feuds which the reincarnating masters trace back for untold generations. These extensive and violent struggles have taken on a ritual nature, seemingly advancing towards some great unknown goal.

For all of their raw power and magical knowledge, the dragons who created Vandara lacked the numbers to wage a grand war against the Outer Lords and their many living creations. In order to balance the scope of the conflict, the dragons set about creating the first scaled peoples as intelligent servitor races, a notion which many of these Makers found reprehensible. The result of this process were the first Scaled Peoples, taking forms which included the vesk, nagaji, and reptoids.

Perhaps as a form of consolation for their position of servitude, the Scaled People were given the ability to reincarnate into stronger forms upon death, perhaps permitting them to live a peaceful existence when the Makers' War was won. Such a victory never came, and as the dragons retreated from the continent of Eigenel they left the Scaled Peoples to their own fates. Few dragons today even acknowledge their creation of Eigenel's denizens, although ancient ruins and continued worship of the Eldenwyrms in the region make the Makers' presence difficult to deny.

The most ancient and powerful of the Scaled Peoples, the naga, established themselves as immortal rulers of city-states known as poleis across the continent. The magic of the naga allowed the other scaled people to live in safety from the wild monstrosities and environmental hazards of the continent, eating spell-grown foods and sleeping within spell-forged walls. As arcane magic developed an increasingly centralized role in Eigenel's society, the ruling naga sought to exert their magical supremacy over their neighbors. Fields were made wider, cities more opulent, and in time the naga and their followers turned their magical gifts towards warfare.

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As leaders have continually reincarnated across various poleis, their appetites for glory and conquest over their peers have only grown, resulting in arcane wars which have steadily escalated for thousands of years. Nowadays, most every denizen of Eigenel is some manner of soldier, with labor roles being taken over by spells or bound outsiders. Victory for one naga over all others seems impossible, but it seems that the Scaled People have long ago given up on crowning an eternal master of Eigenel. Rather, they compete to develop more advanced magics and more skilled soldiers, hoping that such breakthroughs will result in more advanced transformations and developments of their own immortality.

The great ritual warfare of the Scaled Peoples is an insular practice which the naga believe should be detached from the rest of Vandara to preserve its integrity. There have been attempts by various human empires to claim territory on the continent, but the naga have always set aside their battles with each other to drive out these foreigners. Some manner of trade has been permitted in coastal settlements, but the Scaled Peoples have typically rejected foreign weaponry and strategy as impure. Any developments in the great cycle of warfare, so they believe, must come from the Scaled Peoples' own ingenuity and traditions. Hence, Eigenel has never industrialized in the same manner as Halkenir, Taurun, or Cidalac.

Only when the Qlippoth War came to their shores did the naga masters deign to communicate with the humanoids and dragons, contributing their magical knowledge and sizable militaries to the defense of Vandara. Though the reincarnation process meant that the Scaled Peoples cared little for casualties, the emergence of psionic naga, serpentfolk, and ophiduans caused great upheaval. Many poleis are struggling to adapt to the new abilities and outlooks these psionic beings bring to the nation, as they represent the most abrupt change to warfare that the naga have seen in centuries.

The peculiarities of reincarnation and retained memories make identity a curious subject for the Scaled Peoples. Gherigo tend to commit very strongly to the polis of their birth, dedicating the whole of themself to advancing its purposes. However, Scaled Peoples who have reincarnated many times tend to adapt to whatever polis becomes their new home, faithfully operating within whatever tradition or social hierarchy their current life has for them. To naga in particular, death is seen as an inconvenience which will deprive them of their physical resources and allegiances, forcing them to resume their work in a new location.

Many Scaled Peoples have grown to recognize one another across lifetimes and are accustomed to fighting against former comrades from another lifetime. Soul destruction or entrapment, on the other hand, is considered the ultimate taboo among Scaled Peoples, a crime which demands immediate destruction or exile for the caster. Even the manipulation of one's own soul is considered a grievous offense against polis and people. A number of scaled people believe that the various naga forms are a transitory phase towards some manner of ultimate form, a shape which might resemble a dragon, a couatl, or something greater.

Eigenel is viewed as a curiosity and anomaly by many Vandarans, a land full of magical mysteries dominated by a strange and hostile culture. Gherigo and serpentfolk who leave the continent to explore or train are often exoticized by humanoids, forcing these travelers to disguise their identities or embrace the gazes of strangers. The lack of technological development also leads many Vandarans to view Eigenel as primitive and vulnerable, or to say that the Scaled Peoples will be subjugated in an inevitable invasion. Most nations view such endeavors as unfounded ramblings, and Taurun and Cidalac see no reason to war with the naga at present. The introduction of psionic Scaled Peoples or the unrestricted ambitions of Ferowark could change this calculus for either side, however.

Eigenel's naga have created a variety of unique spells, and mages from across Vandara will sometimes attempt to infiltrate the nation to learn these invocations for themselves. Magic items from the region are similarly valuable, as few Scaled Peoples are interested in giving away their historical treasures or even allowing others to study and recreate them. Some relics even date back to the Makers' War. Naga will often hold foreign thieves captive, making rescue a common reason for adventure in the continent. Finally, the use of foreign mercenaries in inter-poleis conflict is considered blasphemous by most naga, but these rulers will gladly send such agents abroad to recover stolen secrets.

The Erebine

Pronunciation: AYR-ah-bine

Adjective: Erebit (AYR-ah-bit)

Capital: Bloodwell (population 50,000)

Government: Varies

Languages: Undercommon, Aklo, Abyssal

Deep beneath Vandara's surface lies a vast network of tunnels, reservoirs, and caverns which encircle much of the planet and burrow beneath every continent. Most cultures have discovered this realm through mining expeditions or incursions from beneath, but only in recent centuries have surface-dwellers begun to understand the tremendous scope of this underground expanse. The Erebine, as it has come to be known, bears an ecological and political landscape which matches the surface in its complexity. As the qlippoth-corrupted peoples have spread deeper into the tunnels, the surface and the Erebine have intertwined themselves to an unprecedented degree. The hardened cultures of both realms have made such an introduction exceedingly turbulent.

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The Erebine was initially a terraforming project by the dragons, a global network of pathways through which subterranean variants could navigate the world. The dragon's kobold servants were the first to build permanent settlements in these depths, and the dragons provided them with plentiful mineral resources, edible flora, and underground reservoirs such that they could thrive. When the Outer Lords arrived on Vandara, they saw opportunity in the underground, creating a wide variety of biomorphs designed specifically for underground habitation and tunnel warfare. Creatures such as neothelids, cloakers, and lurking rays adapted well to the erratic tunnels and endless caverns, killing or displacing many of the dragons and kobolds who once inhabited the realm.

As the Makers' War came to a close, many other aberrations such as intellect devourers and destrachans migrated beneath the surface to hide from the dragons. In time, these many deep-dwellers (as they are collectively known) developed into complex and intertwining societies, creating governments, philosophies, and arts which rival the greatest achievements of surface-dwelling Vandarans. Only recently have humanoids begun to catalog the cultures of these deep-dwellers, beings which have historically been viewed most often as discarded tools of war or menaces to be avoided or slaughtered.

The gradual connection of the Erebine and the surface began out of wartime necessity. The qlippoth quickly discovered and infiltrated the vast labyrinth of tunnels, forcing both factions of Vandarans to coordinate their efforts in fighting back the invaders. Many conscripts were deployed to the Erebine by Cidalac, most of these soldiers being bound fiends, subterranean biomorphs, or unwanted qlippoth-corrupted populations. Many of these "deep-trekker" peoples and their descendents established places for themselves in the Erebine, integrating with local cultures or forming enclaves of their own within the depths.

The surface was far less receptive to Erebinian envoys, a fact which many of the Erebine's ancient natives will claim led to unnecessary losses during the war. In the years since, the cultures of the drow, duergar, ratfolk, and wayangs have become associated with the Erebine more than the surface, this connection serving to further alienate these altered peoples from humanity.

Erebine settlements vary wildly in their size and organization. The largest are generally grand caverns erected around geothermal vents, mineral veins, or aquifers, and it is common for cosmopolitan cities to emerge in these valued locations. Such locations often earn the title of Dark Markets as a result of the many unusual goods (many living) which can be purchased from an endless variety of inhuman merchants. Bloodwell is currently the largest of these cities, mining from extensive supplies of plutonium, uranium, and its infamous red-tinted deep crystal. The Erebine's seat of power is likely to shift again as soon as Bloodwell's veins run dry or a better mining location is discovered.

Few settlements reach Bloodwell's size or diversity, and the majority are populated by one or two species numbering in the thousands. On the opposite end of civility are the treacherous and collapse-prone tunnel networks known as the deep mazes, inhabited primarily by bestial predators or opportunistic marauders. Moving through the deep mazes requires excellent navigation and combat ability, and a number of drow have honed the art of "tunnel rushing" in an array of fast and heavily armed vehicles. As qlippoth and demons have made the Erebine at large significantly more dangerous, tunnel rushers now fill the vital roles of transportation and delivery within the depths, often selling their services to surface denizens who wish to move covertly.

Most Vandarans know little of the Erebine, filling the holes in their understanding with wild fears of the realms below. The premise of a vast world of mighty and intelligent beings lying just beneath their feet makes much of the surface uneasy, and this anxiety has kept the two realms separated. Attempts at honest scholarship or diplomacy with denizens of the Erebine have often been overshadowed by sensationalism, opportunists highlighting the murderous wildlife and tales of humanoids killed by aberrations and drow.

Those versed in the Erebine will not deny the environment's many hazards or the xenophobia and expansionism of many cultures in the deep but encourage people to give subterranean cultures the understanding that they deserve as rational creatures. Some hold out hope that the Erebine and the surface could be brought together one day, and the trade of mineral wealth for food and manufactured goods demonstrates what a future relationship could look like.

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Every danger of the Erebine also offers potential for profit, provided that an adventurer is skilled enough to survive. The reputation around Erebine valuables or unusual life-forms encourages many treasure hunters to delve into the depths, the most ambitious of these expeditions plunging deep into the pits in search of Primordials or other Outer Lord secrets. The tunnel rushers are one part in a much larger network of Erebine smuggling, and the transport of contraband through the dark mazes can earn a skilled crew plenty of money. Finally, the many demons, aberrations, and other denizens of the Erebine make for valuable clients, offering wealth and secrets to any who carry out secretive agendas on their behalf. Surface-dwellers are known to start fights in the Erebine, giving such patronage plenty of plausible deniability.

Ferowark

Pronunciation: FEHR-oh-WARK

Adjective: Ferow (FEHR-oh)

Capital: None

Government: none

Languages: Common, Dwarven, Halfling, various regional languages

Known colloquially as the Freemen's Lands, Ferowark's distance from the other continents has long given it an air of wonder. Though the fertile landscapes and the vast river valley which united them have been inhabited since early seafarers landed on their shores, these cultures remained isolated from the rest of Vandara until the invasion of the Cidali empire and later on the qlippoth. Today, Ferowark sits at a strange geopolitical impasse, existing as an autonomous frontier torn between countless factions of preservation and exploitation. For every group who views Ferowark's anarchy as an opportunity to live in peace, there is another who seeks to seize unbridled power. This volatility has furthered the island's mythical reputation, enflaming the ambitions of Vandarans worldwide and forcing Ferow locals to mobilize in defending their home.

The first Ferow peoples most likely sailed from Halkenir thousands of years ago, eventually spreading into a number of different nomadic, pastoral, and sedentary cultures across the continent. The varied terrains of Ferowark fostered the development of numerous mountain, forest, and wetland communities, most of which were unified by a network of five rivers called the Grand Delta. These waterways converged at the ocean in Titan's Port, where barges and riverboats could reach the majority of settlements without ever needing to cross land. The interdependence of many communities on the Grand Delta created a power balance between at least seven predominant "Rivermaster" factions, each of which controlled an important juncture within the Delta but lacked the influence and strength to impinge on each other's domains.

Ferowark's re-connection with larger Vandara began in the twilight of Halkenir's empire, when sailors from Cidalac were diverted to the island continent's western shoreline.

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Seeing these armed vessels and foreign mages as assets, the Sherineg people of the westmost river helped the Cidali by offering them hospitality and supplying navigators to assist with future storms. When these Sherineg navigators arrived in Cidalac, they captured the Cidali imagination with their tales of a far-off "Ferowark" (Sherineg term for battleground) in which their people were accosted on all sides by rivals.

Eager to expand its territory and its military industry, the Cidali Empire sent several armed fleets to this new island it called Ferowark, initiating a war which eventually involved all seven Rivermasters. After decades of extended conflict, the entirety of Ferowark was claimed for the Cidali empire, a series of colonial viceroys supplanting the Rivermasters while colonists assumed primacy over most of the lands. While all Ferowark's people suffered under this subjugation, the Sherineg people were punished the hardest when they rebelled, the Cidali empire responding by terraforming their river out of existence.

Cidali control over Ferowark was never stable, and rebellions from dozens of indigenous Ferow made imperial governance a difficult affair. Attempts to quash Ferow cultures, languages, and practices were a constant endeavor, with few true successes. Nonetheless, a stubborn pride stopped the Cidali from abandoning the continent even as the qlippoth crashed upon the southern shores. Cidali colonists were given priority in evacuations, condemning many Ferow to die at the hands of yet another invader. Although the qlippoth did not obliterate Ferowark's landscape in the same manner as Halkenir, cities and structures were wiped from the continent's surface as the horde advanced.

In the later years of the Qlippoth War, it was discovered that many people had fled or returned to Ferowark as the qlippoth had focused their efforts on Halkenir. Among these escapees were indigenous Ferow humans and halflings, qlippoth-corrupted peoples looking to depart hostile communities, and military deserters from across the world. The world slowly began to note that these "Freemen" were rebuilding Ferowark with remarkable industry and had no other homes or governments to return to. The newly formed Arbiters were particularly adamant in campaigning for Ferowark's continued independence, and the majority of nations were eventually persuaded to recognize the free territory because of the organization. A number of cynics were quick to point out that these conceding nations lacked the military strength to hold Ferowark at the time of founding, and that Cidalac, Taurun, or New Estaria might eventually move to reclaim it.

No one government or structure claims ownership over all of Ferowark, and the vast territory is home to a wide variety of organizations. Farmers have established themselves along many of the rivers or have spread further inland, using new technologies or magic to industrialize their agriculture. These farms generally sell to international markets, but some more insular communities prefer to live in isolation while raising enough to sustain themselves. Nomads and pastoralists still traverse some territories, but many have discovered their routes destroyed by colonial or qlippoth activity. Restoration has become a priority for many indigenous Ferow who now work to reconstruct ruined settlements or regrow important environments.

Although extensive cleansing efforts have allowed wildlife and commerce to return to Titan's Port, much of southern Ferowark remains an alien landscape filled with mutated flora and fauna. Several cities have begun development, some built on the ruins of the Rivermasters or Cidali. The notion of unclaimed and ungoverned land has driven many prospectors and industrialists to the continent, and their capitalist ambitions often bring them into conflict with locals and each other. Similarly, organized crime has established a hold in many parts of Ferowark, oftentimes taking advantage of the populace to help in their illicit businesses. Finally, there are many who come to Ferowark with few ambitions beyond escape, as the ungoverned nation provides refugees a sanctuary from the conflicts and laws of other nations.

The ungoverned condition of Ferowark has created a perception that it is a frontier to be claimed, a realm in which no state or tradition can stop a dedicated and independent individual from claiming all they desire. Others see the communal organization of many groups in Ferowark as a template for a post-scarcity or stateless Vandara, where international conflict and industrial hunger no longer drive society. The perspectives of Ferowark's denizens are often forgotten in these discussions, especially those humans who trace their roots back to the island's precolonial cultures.

Plenty of people on the island and abroad remain cynical about Ferowark's future, believing that it is only a matter of time before unmitigated capitalists, state aggressors, or a second qlippoth takeover ravage the continent beyond repair. Although there exists no consensus in the Cidali government, a number of political firebrands have advocated for the reclamation of Ferowark as a crucial step in rebuilding the Empire. Such a conflict would quickly bring the nation into conflict with the Arbiters, an event which could potentially spiral into an all-out global conflict.

Although Ferowark is far from the realm of dreams and ambitions which many tout, the island presents countless opportunities for adventurers. The sizable continent hosts plenty of lands to survey, anomalies to investigate, and locals to engage. With no state or military to keep order, the people of Ferowark rely heavily upon mercenaries or local guards to protect themselves and their homes. Meanwhile, certain groups will gladly enlist adventurers to pursue a rival, quash an uprising, or dismantle a criminal enterprise. Beyond the Arbiters, many adventuring organizations have established themselves in Ferowark, and the territory disputes and power struggles between them can sometimes prove quite lucrative for mercenary parties.

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The Gray Ocean

Languages: Aklo

The Gray Ocean is a recent title, adopted in colloquial use but sure to induce grumbling in older seafarers. The title brings so much controversy because it demarcates the region of sea controlled by the qlippoth, thus indicating a degree of surrender by the Vandarans in the fight for their planet. In a horrific mirror of the Silicon Barrier above, the world's southern seas are filled with scattered wreckage, polluted mires, and an endless variety of mutated wildlife and patrolling qlippoth. Venturing into this realm is known to be a fatal error for sailors, but the turbulent currents often drive them into the Gray Ocean unwittingly.

Prior to the Qlippoth War, there was no such thing as the Gray Ocean. The division between the Black and White Oceans was made at Halkenir's southernmost port, the location which was designated as Vandara's Prime Meridian. Sea trade along this route primarily moved between the coasts of Cidalac and Halkenir, although Estaria's mercantile expansion and Ferowark's conquest by Cidalac brought them into this network as well. Most travel through this southern stretch (as it was called) hugged the coastline of Halkenir, as the tremendous storms and violent currents posed a threat even to immense ships.

When the qlippoth began advancing north, such risks were ultimately ignored by the Halken and Cidali governments, who chose to commit most of their fleets to battle on the open sea in order to mitigate beachside collateral damage. Their miscalculation led to the loss of hundreds of ships, the rough weather sinking almost as many vessels as the qlippoth themselves. Quite a few ships and submarines abandoned their posts rather than face extermination, and historians now recognize the sacrifice of Vandara's navies in the Gray Ocean as one of the greatest blunders of the Qlippoth War.

Expeditions to explore the Gray Ocean are hazardous, especially because the qlippoth have become adept at pursuing ships and interfering with navigational equipment. A number of these psionic invaders have adapted to living underwater, while others have taken up residence on scattered islands or masses of floating wreckage. The corruption of the wildlife has seemed to encourage its recovery such that even in heavily polluted and wreck-ridden waters, qlippoth-blighted reefs thrive. These altered lifeforms oftentimes assimilate the toxins and heavy metals into their natural processes, creating a distinct hazard which few Vandarans have been able to investigate. Some scholars believe that the qlippoth are intentionally seeking to terraform Vandara into some new ecosystem, and the Gray Ocean lends credence to this theory.

Rumors of survivors in the Gray Ocean drive a number of bold expeditions. Tales of deserting submarines, secluded islands, or qlippoth-worshiping flotillas drive many Vandarans to the precarious waters to rescue, capture, or eliminate such denizens. Salvagers also trawl the waters in search of valuable wreckage, with Cidali ships being particularly valuable to the Empire's enemies. Finally, the Gray Ocean is a prime location for learning more about the qlippoth and their impact on the Vandaran environment, although the qlippoth themselves remain immensely hostile to interlopers.

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Mariton

Pronunciation: MAY-rih-TONE

Adjective: Maritoni (MAY-rih-TONE-ee)

Capitol: Getorus (population 5.3 million)

Government: Theocracy (Marit)

Languages: Necril, Goblin, Elven

For thousands of years, the masters of Mariton have dedicated themselves to self-preservation, regardless of what that mission entails. They have amassed armies, seized territory, organized alliances, and killed countless enemies across the world. Most important and most infamously of all, Mariton has dedicated itself to the mastery of undeath in all its forms, studying and creating countless techniques for preserving the body or soul beyond expiration. Mariton hoards this information jealously, sharing their secrets only with those who dedicate themselves completely to the nation and its goddess. In spite of its insidious reputation, the nation has survived the rise and fall of many empires and commands great respect from the rest of Vandara.

Mariton began as a moderate village named Getorus in the northwest highlands of Valtross, a land known for quarrying high-quality stone and bountiful iron deposits. To assist in their work and in combating monsters, the people of Getorus wove a variety of spells into their tools and weaponry, creating some of the first magic items in Vandara's history. These early techniques begot more advanced methods of infusing one's will into inanimate materials, eventually developing into spells which could force a corpse to move or seal a soul inside a physical vessel. Marit was the first Getor leader to harness these magics in expanding the village's prestige, rallying her fellow spellcasters in invasions of nearby villages.

Her undead soldiers allowed Marit to overwhelm most opponents through sheer numbers but were also used as laborers to construct great stone monuments across conquered lands. Mages who swore loyalty to the emerging state of Mariton were allowed to study its magical secrets, and many were permitted to extend their service by becoming liches or other forms of undead. The retention of allies and immense undead manpower allowed Mariton to continue expanding after Marit's death and ascension, her newly established clergy forming the magical and political center of the new nation. The leaders of this church, all various forms of soul-implanted constructs, became known as the Circle.

The Circle continued with its expansionist ambitions until the advent of Wesmir's rebellion, in which several turncoats revealed how Mariton's undead forces could be destroyed by sunlight and healing magics. This exposed vulnerability, alongside the logistical struggles of controlling ever-larger territory, led the Circle to retreat inwards, holding only a select few territories which it views as valuable. Beyond Getorus, these secured sites have generally included valuable mines and caches of Outer Lord artifacts. However, the rise of psionics and other advanced technologies has drawn the interest of the Circle, leading them to establish a number of research facilities and at least one tremendous server farm dedicated to the preserving thousands of Maritoni citizens as AI.

The Circle's intelligence networks have been exceedingly active since the Qlippoth War, with spies probing every nation for their latest magical, technological, and psionic secrets. From its remote location in Valtross, Mariton earns a tidy profit from selling its accrued secrets to eager governments and businesses, keeping the most valuable insights of espionage for itself. A tremendous undead workforce of humanoids, constructs, and monsters allows the nation to provide for many of its own material needs, and the undead masters of the Circle seem content to bide their time and pit the powers of Vandara against each other for the time being. However, their great interest in new technologies speaks to a greater ambition beyond their avowed self-preservation.

More than two-thirds of Mariton's intelligent population is some manner of undead or construct, and non-intelligent servitors (such as skeletons, zombies, or golems) make up two-thirds of the nation's population overall. Wealthy and capable citizens can often arrange for transformation into liches, vampires, soulbound constructs, and graveknights while the less fortunate may extend their existence by becoming wights, ghouls, or magical automata. Artificial intelligence has become an increasingly popular method of immortality, although it is viewed as less prestigious than magical preservation.

The lowest of living creatures in Mariton have their bodies converted into crafting materials or undead servants, although some still persist as incorporeal creatures. Biological life is considered a period of tribulation for the people of Mariton, a necessary step for discovering your identity and reproducing before one sets themself in undeath. Family and seniority are important to the Maritoni, and great families of dozens of generations often live together under the stewardship of their oldest member. Although most of these families are quite old, a reasonable number of living immigrants travel to the remote nation in order to study its secrets. Very travelers or natives leave the nation, and those that do are often silenced by Mariton's spies.

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Mariton's necromantic affinity, authoritarian theocracy, and penchant for espionage has soured its reputation across most of Vandara. People from the region are generally viewed with suspicion and distrust, either because they are an agent of Mariton or are being pursued by such agents. Most Maritoni thus work to conceal their nationality, many also concealing their undead or constructed physiology in the process. The governments of Cidalac, New Estaria, and especially Taurun will openly condemn the country while conducting business in secret. They view the Circle and its forces as dangerous but see more pertinent threats all across Vandara.

Although outright war with Mariton is not in the interests of most, plenty of countries, businesses, and organizations are willing to finance covert missions into the country to gather information, destroy secrets, or target longtime foes. Mariton's own elite are willing to engage in similar behavior, turning adventurers against foreign opponents or against other undead masters in domestic political schemes. Mercenaries are generally treated well by the nation and are often permitted to leave unmolested after completing their service, although some memory wipes may be demanded by clients or the Circle. The most capable of agents can often be rewarded with immortal transformations of their own.

Maytar

Pronunciation: MAY-TAR

Adjective: Maytaran (may-TAR-an)

Capital: Maytar (population 10 million)

Government: Council

Languages: Common, Elven, Celestial

The pursuit of knowledge has long been espoused as the highest calling among the Cidali, a duty to one's country, family, and self which should be facilitated for its own sake in addition to its benefit to others. Countless writers have bemoaned how political squabbles and worldly scarcities have kept the nation from this goal, many dreaming of a place where the pursuit of scholarship could progress untouched by these faults. As Cidalac has risen to incredible prominence, this goal has not been forgotten, and the flying city of Maytar now stands as a testament to all the commitments the Empire has made to this goal. The scholarly residents of Maytar are said to want for nothing, but even this sanctuary cannot escape the tensions and divisions which pervade Vandara at large.

The name Maytar is an old Cidali term for meeting place, a reference to the secret liaisons of Cidali scholars in ancient times. During an extended war between several city-states, sages from conflicting regions met with each other in secret to share their discoveries or discuss their ideas, dubbing their refuges "Maytar". Many of these scholars were executed for their sedition against their respective states, but history has come to romanticize their sacrifices as well as the advances they made to mathematics, philosophy, and magic. In the many centuries since the war's end, many universities, activist groups, and social clubs have titled themselves Maytar to signify a (sometimes superficial) interest in the advancement of knowledge. To many Cidali, the term Maytar has come to represent not only a pursuit of intellectual excellence but also a nostalgia for an age of wonders, a time when the calculus fundamentals and magical levitation techniques now taught to schoolchildren were new and extraordinary.

Not long after his rise to power, the Cidali Emperor Dalgus Orallion commissioned a great magical engineering project to entreat the nation to his rule. After his predecessor had won the war against Halkenir, Dalgus sought to define his peacetime administration to great works that embodied the culture of Cidalac. The most grandiose of Dalgus' projects was Maytar, an artificial island spanning ten miles in diameter and stewarded by thousands of obedient constructs. WIth a combination of construct labor and magically enhanced farms across the island, Maytar would host an entirely self-sustaining city which would be filled with the most sophisticated academies in the world. Finally, the island would be held aloft by magic over the White Ocean, a testament to knowledge's capability to stand above worldly pursuits. The construction of Maytar took thirty years in total, the island's completion being overseen by Dalgus' successor Dalgus

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II. The wonder and opportunity presented by Maytar soon drew scholars from all over Vandara, although wealthy Cidali citizens were given priority in hiring and admission alike.

More than a century after its founding, Maytar remains a well-known center of study. Seventeen distinct universities now operate on the island, covering every subject imaginable between them. Each possesses its own distinct culture and values, varying from rigid traditionalist academies to libertine research cooperatives. These universities actively seek out field leaders and experienced adventurers, creating extensive bidding wars for well-known figures. There are many cases of these universities gambling on underqualified staff, however, and a number of scandals have emerged from abusive or incompetent individuals who have been elevated to powerful teaching positions.

No fewer than eleven universities have collapsed over Maytar's duration, and only three of the eight schools present at the island's founding still remain. The seventeen currently recognized universities also form Maytar's governing body, a council known as the Conglomeration of Notables. The Conglomeration is made up of two staff-appointed representatives from each school and renders all political decisions across the island. More importantly, the Conglomeration members serve as an advisory board for plenty of powerful organizations, including the Cidali Empire and the Arbiters. As each school in Maytar has distinct methods of selecting Conglomeration members, the great power and prestige wielded by this organization is not always used judiciously.

Maytar's students are a varied bunch, hailing from every corner of Vandara. Each university has set their own admission or scholarship policy, and while the island has diversified substantially over the last century at least four schools still enforce admission restrictions based on race. Five schools are similarly limited to Cidali citizens, while many other schools remain exclusive due to exorbitant tuition and blatant favoritism towards legacy families. Students of different schools come into contact with each other in the common territories of Maytar, which have emerged in a sprawling city complex filled with a variety of businesses.

Fraternities, sororities, and similar orders of students and faculty have persisted in Maytar for generations, a select few even spanning multiple schools. Rivalries between schools are frequent and heated, and these conflicts can be exacerbated by political affiliations held by each school's constituents. Violence against minorities and non-Cidali is a notorious problem in Maytar, and the Conglomeration of Notables has been lackadaisical in finding solutions.

The reputation of Maytar remains very high in spite of the island's numerous scandals, and the universities continue to produce bodies of incredible research and successful students each year. These successes bring more money and clout to the schools, oftentimes to the detriment of academies elsewhere in the world. Schools in Balyn, Taurun, and Cidalac's mainland have complained of Maytar's collusion, condemning how the coordination of so many well-known schools gives the island an effective monopoly on educational and scientific talent.

Many other Vandarans are skeptical of how these Maytaran institutions seem to cover for each other, shielding their faculty from criticism and potentially holding back social advancement at their students' expense. Cidalac's historical association with Maytar irks the nation's rivals, and quite a few groups have condemned the island's hoarding of capable people as a tool for imperialism. The Conglomeration of Notables is a similarly contentious entity, and accusations have been leveled about unfit or corrupt leadership influencing policy all across Vandara. Quite a few of these critics have taken to using the name Maytar sarcastically, as if to indicate that the island has drifted far from the cooperative ideal for which it was named.

Many students at Maytar begin their adventures on the island, engaging in scuffles or campaigns with their fellows among the schools. These conflicts sometimes extend to the university faculty, and conspiracies within the schools can extend back for generations. The businesses of Maytar are often cutthroat and competitive, hiring students and sometimes foreign agents to deal with their market rivals in valuable territory. Finally, the Conglomeration of Notables is a network for some of the most dangerous intrigue on Vandara, as each of the thirty-four members is bedecked in immense power, duty, and experience. Each school and their respective representatives has an extensive list of enemies and rivals, some of which they will pay exorbitant fees to remove or manipulate.

Estaria/New Estaria

Pronunciation: ehs-TAR-ee-ah

Adjective: Estarian (ehs-TAR-ee-an)

Capital: Allora (population 5 million)

Government: Artificial Intelligence Technocracy

Languages: Synthic, Common

It is hard for many young Vandarans to believe that New Estaria was an abandoned wreck of an island nation when the Qlippoth War finally subsided, what with its present glittering cities and extensive reach. New Estarian scholars venture far and wide to spread their scientific discoveries, and every variety of consumer goods is produced in vast quantities on the island's shores. Numerous powerful companies are based on the island, shipping their goods across White, Black, and Gray Oceans alike at prices their rivals deem uncompetitive. One would think that Vandarans would be pleased to have an isle of such abundance as a cornerstone of global markets, but the opposite is true. In the minds of many, it would be better for the world if Estaria had never been retaken, if the shining metropolis of Allora was never rebuilt, if the synthetic peoples who replaced their vacant creators did not have a domain to call their own.

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It is unknown where the early Estarians came from, although sail from Halkenir or Taurun is the most likely theory. What is known is that these people came upon an island which a clan of sea dragons viewed as their territory, and that these dragons saw human culture as a threat to their power. The dragons not only demanded immense tribute from the Estarians but also sought to curtail their growth, thinning any populations which grew too large and hunting those who used magic. In response to these trials, the Estarians developed methods of weaving spells into extracts and mutagens, creating a subtle art of healing, preservation, and augmentation which Vandara now knows as alchemy. The ultimate removal of the sea dragons came during the Dragonson War, in which these masters of the island continent sided with Xenaraung. Following the Dragonson's defeat, the remaining sea dragons were either slain or imprisoned, leaving a power vacuum which could finally be filled by Estaria's humans.

Estaria's alchemy became a centerpiece of its technology and culture, entwining with a cultural ethic of efficiency and self-improvement. The removal of the dragons allowed the Estarians to begin trading with overseas neighbors, and the medical and magical expertise of the island nation became legendary. Medicine and skilled craftspeople became Estaria's primary exports, which the island nation used to amass a material fortune through sea trade. While old Estaria was theoretically governed by a line of hereditary monarchs, true power lay with the nation's elite bureaucracy of scholars who could rely on the royal family to exert their will. These scholars competed heavily with each other, producing a continual stream of new alchemical innovations to curry favor or undercut their rivals. Estaria's most revolutionary success came in the form of biomorphics, a process by which magic could be applied to a creature to permanently alter its composition.

Elves began to replace humans in the higher echelons of Estarian society, and other nations soon grew envious of the beautiful and long-lived creations. As before, the Estarian bureaucracy arranged a deal with the growing Cidali Empire, offering the secrets and infrastructure for creating elves in exchange for a long-term peace agreement. Rumors have long persisted that the Estarians knew of a spell which could massacre all elves and half-elves across the globe, and this secret weapon might have kept the international peace with Cidalac.

Maytar made extensive use of android and robot workers, importing large quantities of artificial labor to service a changing nation. Cidali dwarves and orcs were well-known in Estaria, but the use of biomorphics to create specialized workers was viewed as a profane abuse of the science. Industrialization led to many more educated Estarians, and the growing bureaucracy struggled to accommodate a massive new generation seeking the scholars' wealth and prestige. Robots formed the backbone of many industries which these new recruits would preside over, most notably manufacturing and military affairs. The rising competition made the scholars' own nepotism quite apparent, and wealthy families maintained control of the nation's most profitable ventures. A lack of military experience became apparent as the qlippoth reached Estaria's shores, and the island nation struggled to coordinate its defenses against the otherworldly invaders.

Those who could afford to leave the country for Cidalac or Taurun did so, while all others were simply wiped out by the qlippoth rampage. With their organic commanders gone, the island's robot population organized under a circle of sapient AIs, rallying around a few key manufacturing sites or hiding in underground complexes to withstand the qlippoth siege. Perhaps as part of a long-term qlippoth hacking scheme, these AIs realized they no longer needed their creators and could organize a meritocratic and technocratic society more effectively than mortals. As the Qlippoth War subsided, the invaders were beaten back from the island, allowing the robots and androids of Estaria to rebuild the nation and claim it as their own. These artificial denizens made clear to the rest of Vandara that they would be in charge of this New Estaria, resuming the island's trade relations so long as their legitimacy was not questioned.

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New Estaria's population is largely composed of androids, many of whom have lived through the Qlippoth War. Though some AIs view their physical incarnations as outmoded and limited, the android's proximity to human psychology makes them valued negotiators and a contingency against AI-targeted cyberattacks. The remaining citizenry of Estaria is composed of AIs, most of whom own a variety of robot bodies for various purposes. The most complex AIs in New Estaria are collectively known as the Synthesis, and together they wield complete control over the nation's economic and political affairs. Although a few humans, elves, and drow reside in New Estaria, the starkly utilitarian infrastructure and the machines' general negligence regarding air and water pollutants often results in an unpleasant experience. Important foreign dignitaries will receive clean quarters and every amenity the island nation can afford, but the average visitor or squatter is afforded no such accommodations.

Old Estarian communities exist across Cidalac, Taurun, Ferowark, and Balyn, many continuing their work as scholars, doctors, and alchemists in their adopted nations. The elves who once controlled Estaria view the machines as having stolen their land, and they have used generations of connections and wealth to spread this sentiment across Balyn, Cidalac, Taurun, and Ferowark. Androids, AIs, and New Estaria at large are cast as ungrateful traitors with malicious intent towards the rest of Vandara, although the nation has confined its expansion efforts to local islands and outposts along the coast of Halkenir. The industrial capacity of New Estaria is too great of a boon to ignore, leading Cidalac, Balyn, and Ferowark to trade extensively with the island in spite of citizen protests. More than one Cidali politician has threatened the island nation with violence, while many more have supported legislation which restricts android and robot immigration.

Although no explicit connections have been made, many have long suspected the Synthesis of hiring agents to infiltrate or sabotage foreign operations. What is known is that a number of countries and businesses will pay generously for intelligence on New Estaria, leading to campaigns of infiltration into the advanced AI-controlled cities. Of particular interest is New Estaria's military developments, as confidence in a successful takeover could mean the beginning of a tremendous conquest by the Cidali. How might a robotic nation with all of New Estaria's advantages wage war, and could the rest of Vandara endure such a cataclysmic battle?

The Red Ocean

Languages: Draconic, Infernal, Necril

Long considered an extension of Utala, the ocean between the draconic continent and its neighboring Taurun has been ignored by Vandaran humanoids in spite of their close proximity. The dragons spoke little of this place, but seemed determined to protect its secrecy, not only destroying interlopers but planting magical compulsions which prevented people from even acknowledging the location. This veil was violently lifted by a recent incursion from Taurun, escalating tensions between the dragons and humanoids on an unparalleled scale. This revelation ultimately left Vandarans with more questions than they had ever thought to guess before.

The Red Ocean's history is seemingly known only to the dragons, and indeed this location was not even named on maps until Taurun's incursion. Much can be inferred from its proximity to other bastions of the Makers' War, however. The extensive battles on Utala's western coast indicate that the Red Ocean was absurdly difficult to cross for the Outer Lords, an ordeal so great that they would prefer to circle the globe rather than mount an assault there. Long after the Makers' War ended, a powerful charm lingered over the entire ocean, compelling the people of Taurun, Valtross, and Utala alike to never sail beyond sight of the shore. Illusions of violent storms and mighty guardians deterred any travelers bold enough to see through the compulsion. An immense population of powerful dragons is the most direct answer for lack of warfare, but such abundance alone would not explain the dragon's intense commitment to secrecy in the region. Dragons tend to show off their superiority, after all, so why would they veil a secure location in secrecy?

Only in the years following the Qlippoth War did Taurun take notice of the Red Ocean and its secrets. Moloch himself, accompanied by a battalion of mages, voyaged to the eastern coast to probe its secrets. After travelling out into the waves and dispelling many of the most potent wards, charms, and illusions on the region, the Archdevil and his forces discovered a frenzied storm of turbulent magic the size of a small continent, a realm of unfocused power which seemed to erratically alter all matter and magic within in. No divination could reveal what lay inside this maelstrom, and the dragons or Moloch remained silent as to what caused this anomaly or what its impact might be. However, both sides redoubled efforts to secure the location, deploying a copious number of powerful guardians and fleets to patrol the coastlines. Moloch himself has offered one statement about the anomaly within the Red Ocean: that all should be grateful it does not spread.

The deterrence established by Taurun and Utala has made the rest of the world exceedingly curious about the anomaly, as both Moloch and the dragons are notorious for keeping powerful secrets. Mariton and Balyn have been particularly generous in financing incognito expeditions into the region, as they feel that such ancient magical knowledge could prove immensely valuable if properly harnessed. Those who do attempt to run the blockades can expect to deal with dragons, the Tauruni military, and whatever entities or hazards lie within the maelstrom. Any who should survive this expedition may emerge with incredible new knowledge or power, although no adventurers have yet returned.

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The Sajac Fortifications

Pronunciation: SAY-jack

Adjective: Sajac (SAY-jack)

Capital: Sentinel Peak Fort (population 2 million)

Government: Stratocracy

Languages: Common, Dwarven, Elven

As it once set the boundaries between Halkenir, Cidalac, and Balyn, the great mountain range known as Sajac now represents the border between the peoples of Vandara and the forces of the qlippoth. Outfitted with countless defenses and crewed by a global coalition of elite operatives, The Sajac Fortifications represent the great miracle of Vandaran coordination against the alien threat which threatened the world in its totality. Within the great fortress which has been hewn from the peaks, all national allegiances and tumultuous histories are voided. Every sentinel of Sajac is pledged to work and fight for Vandara's very survival, at least in theory.

Sajac is an old Cidali word meaning "Shield", and the vast mountain range spanning the northern border of Halkenir has fulfilled this role for centuries. Climbing the mountains from either side has historically taken weeks, during which time invading armies suffered tremendous casualties from the harsh environments and active monsters in the region. Networks of extraplanar travel have been recorded, but these were often abandoned or destroyed as regions on either side of the mountains changed hands. Only after the rise of aviation technology did the lands of Cidali and Halkenir fully engage with each other, air superiority allowing the Halkens to secure positions on the far side of the mountains and begin their occupation of the northern nations. The mountains of Sajac proved a similarly treacherous obstacle for the Cidali empire, who succeeded in claiming southern territory only through the use of pre-existing Halken infrastructure and routes.

When the qlippoth tore through Halkenir, the generals of Cidalac and Taurun saw the mountains of Sajac as their most reliable battle line. Occupying strategic points throughout the mountain range, the armies of these two nations worked to contain the invaders and prevent them from advancing further. Breakages in this defense were initially common, forcing the empires to enlist additional aid from their allies and commit to more extensive fortifications. Over the decades, the mountain range was filled with tunnels and mounted with dozens of interconnected forts, the monsters being driven out and replaced with millions of human, biomorph, tiefling, and mechanical conscripts. With the creation of the Arcforge, this process accelerated exponentially, allowing the Vandarans to finally produce enough weapons, mechs, bastions, and magical defenses to reliably hold back the qlippoth. Despite the qlippoth War allegedly being over, the vast military complex that now dominates Sajac remains in full mobilization, its walls maintained by an allied army which stands as Vandara's strongest military force.

The high command of the Sajac Fortifications is made up of military leadership from Cidalac, Taurun, New Estaria, and Eigenel. Six elite generals form the central decision-making body of the militarized pseudo-nation, each of these leaders presiding over a certain aspect of life or defense within Sajac. The number of generals on this Council of Defense has declined from the original 10, and further succession crises may reduce this number further in coming decades. Although mandatory conscription has been abandoned in Cidalac and Taurun, the majority of recruits still come from these nations in search of adventure, pay, and potential social mobility. Those who come to Sajac often stay beyond their tour of duty.

Entire cities operate within the mountains, populated primarily by veterans and their children. These "mountain brats" often follow their parents into military service. Dwarves make up more than a third of Sajac's residents, and the

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mountains are the closest thing to a homeland which many of them can claim. Despite the perception that the entire nation is composed of warriors, four out of five conscripts in Sajac fulfill necessary roles as cooks, mechanics, doctors, scientists, publicists, or other such professions. The Council of Defense provides free training in any of these fields to those who sign up for the tour and has since expanded this tutelage to full education to children born in the Sajac.

Sajac relies almost entirely on Tauruni and Cidali funding to sustain its defense, as it does not produce nearly enough on its own to maintain sustainable trade relations. Battles between the qlippoth and Sajac forces are frequently broadcast to the rest of Vandara as part of the Fortifications' propaganda efforts, and the Council of Defense always reserves a position for an authority on public image. Despite this, Sajac's reputation is besmirched by Vandara's overall exhaustion with the Qlippoth War. Cidali politicians who underestimate the qlippoth threat have threatened to cut off funds to the defenses, while other figures from many nations believe that individual nations could fight the aliens more effectively than an international coalition. Beyond this, the numerous power struggles of Sajac have entwined with a number of corrupt arms deals and embezzlement schemes to reduce public trust in the nation. All of these tensions are compounded when a qlippoth attack against Cidalac, Taurun, or any northern territory does occur.

Sajac primarily relies on its own troops but may periodically recruit adventurers for special operations. Sending missions into the Ashfields for scouting or search-and-rescue is common and having a few extra hands around for surprise attacks tends not to hurt. Within Sajac, a number of forgotten tunnels and abandoned encampments have been lost to red tape, providing a perfect opportunity for opportunistic treasure hunters, refurbishers, or squatters. Meanwhile, political tensions between military officials and the nations which once sent them are omnipresent in Sajac, forcing the Council of Defense to use subtlety as they keep various factions with the Fortifications on their side.

The Silicon Barrier

Languages: Aklo, Common

Vandarans cannot forget the pain and humiliation of their loss in the Qlippoth War, for the skies over the entire world serve as a constant reminder of what was taken. Where once the people of the world could receive the heat of the sun, the beauty of the moon, or the guidance and hope of the stars, a massive layer of wreckage now imposes upon, a vision of failure and loss blotting out all that lies beyond. For the majority of Vandarans, this Silicon Barrier is all that they have ever known of the sky. However, the stark mechanical ruin above implicitly contains one iota of home: what was created through mortal folly might one day be destroyed by mortal understanding.

Even before the qlippoth emerged, the space around Vandara was a chaotic and violent realm. Spacefaring technologies advanced rapidly once Cidalac established its first colony on Addoroc, and the nation's rivals were quick to mobilize for a military scramble that spanned the solar system. Countless asteroids were strip-mined to construct tremendous warships, many of these orbital fabrication sites being stationed around Vandara. The fleets of Estaria, Taurun, Cidalac, Halkenir, and their extraplanetary lashunta rivals contained thousands of ships by the end of this Bleeding Moons War, and these numbers proved necessary to control such large swaths of territory amidst so many powerful opponents.

When the qlippoth emerged, the five fleets prioritized the protection of more developed colonies and so huddled closer to the inner worlds. Once they realized that Vandara was the target, all five consolidated their forces around the homeworld, the lashunta contributing their own forces to ensure the qlippoth scourge would not attack any other worlds. When the eight Qlippoth Lords struck, the starfleets were rapidly sundered by a foe which they could not prepare for, resulting in cataclysmic destruction that sent entire fleets spiraling into orbit. Collisions led to the wreckage multiplying rapidly until the entire planet was surrounded. It was thought that a creature could have potentially escaped the planet in the intervening hours before Aline's death severed Vandara from the planes, but afterwards, the world became completely trapped.

Most revelations about the Silicon Barrier emerge when ships crash out of the skies, deflected from orbit by a collision. While moving through or destroying the Silicon Barrier is effectively impossible, there are a select few locations where entry into the wreckage layers has proven possible. These "wreck tunnels" are periodically explored by bold treasure hunters, although a variety of deadly threats deter most from getting far. In addition to many leftover robots, androids, structural instabilities, and qlippoth amidst the husks, rumors speak of strangely mutilated entities known as kytons who capture and toy with any mortals they come across. No kyton has ever survived entry onto Vandara, leading some to suspect they are merely rival treasure hunters with fanciful personas. Stranger rumors have emerged regarding the remnants of an eighth Qlippoth Lord or even of a physical manifestation of Saint Aline amid the wreckage, and the most radical theorists believe that the location or destruction of these beings could end the planar seal which confines the world.

Efforts to break through the Silicon Barrier are generally considered a fool's errand nowadays and attempts to enter and explore the realm are met with similar derision. Nonetheless, a few bold expedition teams have returned from their ventures with lost relics, creating enough hope for more adventurers to attempt the risky endeavor of entering the layer of debris. With every success, however, comes an increased risk of the qlippoth or some Vandaran empire getting involved with the process in order to prevent some secret from being leaked.

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Taurun

Pronunciation: TAU-roon

Adjective: Tauruni (TAU-roon-ee)

Capital: Norugel (population 4 million)

Government: Theocratic Dictatorship (Moloch)

Languages: Infernal, Common

There are stories that the name Taurun was bequeathed not by the people who have long called it the Fatherland, but rather by the nation's enemies, the peoples of Valtross, Estaria, and Cidalac who have long fought with this continent's denizens. The name Taurun, as the legend goes, translates from ancient Elven to mean "The Hated", and although this claim is debated by most historians it fits with Taurun's perceptions throughout history. Long have the peoples of this country been considered powerful enemies to all others, fighting under the banner of goddesses, tyrants, and now an Archdevil. Under the burning eye and steel fists of Moloch, the quiet and neglected realm of Taurun has transformed itself into a global superpower, a nation which is as likely to bring about the world's ruin as it is to illuminate its future.

The natural port of Norugel is where Tauruni civilization began, its people gradually expanding into the rugged steppes of the interior. Seafaring peoples from Halkenir and Cidalac mingled with Valtrossi and Maritoni who had traveled south by land, although the difficult terrain and many powerful monsters made unified trade networks a rarity. Raiding and intermittent warfare defined the relations of many communities in the Tauruni wildlands, with Norugel preferring to fortify its coastal holdings rather than exert its influence inland. Through circumstance or technological advantages, several scattered warlords eventually rallied sufficient forces to hold inland territory.

Saint Aline's emergent empire and several similar conquerors competed with Norugel and invading Maritoni armies to control valuable rivers, mines, and farmland. After centuries of shifting battle lines which had depleted the region, a faction serving the family of Oluz was able to climb above its competitors. The House of Oluz secured several important marriages with neighboring warlords and employed extensive divination magic to network its allies across tremendous distances. Norugel was the last of the House's rivals to be captured, and the port city was made the capital of the new unified kingdom of Taurun.

While the magical and political aptitude of Oluz brought stability to the region, the feudal structure they established assured neither peace nor prosperity. Taurun was initially divided among seven magically gifted siblings who pledged fealty to their father, the Seer-King. The schemes of these noble lines and successive Seer-Kings would erupt into violence every few generations, making Taurun an unviable ally and a frustrating enemy for neighboring nations. Cidalac, Mariton, Halkenir, Eigenel, and Estaria each have their own records of failed Tauruni invasion, each attempt carried out by a Seer-King eager to prove their dynasty's legitimacy through military might.

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The monarchy's final reckoning came when an extended crop failure drove many regions into open revolt, beginning the Iron Revolution. The final Seer-Kings drew upon their magical knowledge to call the archfiend Moloch to Vandara, only for the Molten Imperator to castigate these rulers for their ineptitude and reduce the walls of Norugel to ash. Recognizing how the Seer-Kings inept leadership had left Taurun far behind its industrialized neighbors, Moloch called forth an infernal host to see to the people's needs and begin a complete reconstruction of the nation he now ruled. Within a generation, Moloch's powerful magic, infernal legions, and ages of statecraft knowledge allowed Taurun to rise from a decrepit kingdom into a mighty state which rivaled the empires of Cidalac and Halkenir in its industry and power.

Taurun is unique as a nation organized and governed by an outer power, a realm held by a regime with momentous rulership experience and a wholly alien agenda. Moloch holds a grand plan for the nation he now controls, and his cadre of mortal and immortal subordinates are expected to act as extensions of his will. Patrols of devils are notoriously brutal towards insurgents and criminals, as are the "reformatories" which these individuals are often sent to. The central planning of Taurun's authoritarian government has allowed the nation to effectively eliminate homelessness, poverty, starvation, and many bureaucratic inefficiencies, although the nation's rivals often present these social welfare and infrastructure revisions as tools to cement the Archdevil's power.

Extensive research and organization efforts have provided the Tauruni people with a sizable industrial surplus, much of which has been directed towards military buildup and extraplanetary expansion efforts rather than increased domestic comforts. As the Qlippoth War began, Taurun eagerly dedicated its soldiers to the planet's defense and its academics to breaching the Silicon Barrier, displaying a cooperative impulse which other nations reluctantly reciprocated. For the last few decades, Moloch has continued to build up a standing military and invest in further weapons developments, allegedly in an effort to reclaim southern Taurun from the qlippoth. However, his agents pay special attention to the many empires overseas, as if preparing for war.

The glamor and glory of many other nations is generally absent in Taurun, and most Tauruni seem to prefer it that way. Humility, cooperation, and hard work are prized above wealth or knowledge among the populace, and in the eyes of outsiders these values have made the Tauruni complacent with authoritarians such as the Seer-Kings and Moloch. Such insults are likely to elicit a sneer from most Tauruni, but they generally prefer to avoid trouble rather than fight for their honor. Friend and family bonds tend to be somewhat shallow, as the populace has grown accustomed to losing loved ones suddenly. Most social circles in the country tend to compensate for quality with quantity, lending a special cordiality or assistance to anyone they come across. Even when one has little they can give, every effort to help one's neighbor is considered worthy of respect.

The matter of empire is highly controversial in the nation, with many Tauruni believing that their prosperity should be shared worldwide and many others viewing such ambitions as fruitless. The nation's large tiefling population stems from the everyday presence of devils, although only the most remote and insulated corners of Taurun draw much of a distinction between the two. True devils and other outsiders, meanwhile, are generally regarded with reverence, as most urban Tauruni see these exemplars as a more enlightened culture stepping down from their peaks to uplift the desperate mortals. Moloch embodies this view most of all; the people of Taurun quite like the Archdevil due to the material comfort and stability he has provided, although his extensive propaganda campaigns certainly do not hurt.

Taurun's fumbled invasions made the nation an enemy of the world in its early days, and a hostile takeover by an Archdevil has only worsened this relationship. Cidalac and Balyn still refuse to trade with the Infernal state and dedicate extensive information networks to Moloch's activities. New Estaria is an economic ally of Taurun, but both nations remain paranoid of the other's military potential. Taurun has reciprocated the resentment and espionage of its enemies but has struggled to shake its reputation as a nation aligned against Cidali ideals. The premise of all mortals being equal under the dominion of planar authority runs counter to the ideologies espoused by many of Vandara's most influential thinkers and media personalities, making Moloch's regime an abrasive subject even without the condemnation of a rival empire. In addition to these many rivals, Taurun has also made enemies in Utala, the dragons viewing an imprisoned Archdevil as one of the few beings capable of defeating them.

Every nation or company which employs spies or saboteurs has a division in Taurun, and escalating international tensions only increase business opportunities for such espionage. Agents may be tasked with investigating new magic or technologies or possibly interfering with the tight-knit bureaucracy. Taurun itself employs similar agents as countermeasures, seeking out moles within the ranks or gathering information from abroad. A rebellion against Moloch is a distant possibility, and one that many Cidali and Balynese patrons are happy to encourage with whatever means they have available. In less-developed wildlands, the qlippoth presence remains potent, but ancient relics of the Seer-Kings or older warlords make ventures into this territory worth the planar threats any treasure hunters may encounter.

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Utala

Pronunciation: oo-TAW-lah

Adjective: Utalan (oo-TAW-lan)

Capital: Mount Yrun (population 1,200)

Government: scattered monarchies, traditional communities

Languages: Draconic and numerous regional languages

The history of dragonkind on Vandara has been a continual decline, the ancient makers continually dwindling as a result of their brutal conflicts. Dwindling numbers have pushed these mighty creatures further and further into the planet's outskirts, and the developments of magic and technology have long since ended their assurance of victory. There remains one location where the dragons rule uncontested, a continent shrouded in ancient mysteries and inhabited by small human pockets rather than expansive nations. By necessity, the dragons of the world have centralized themselves in this continent of Utala, struggling to preserve the traditions and hegemonies which dominated much of Vandara in a forgotten age. Nonetheless, this concentration of power ensures that dragonkind remains a formidable force in their homeland.

Before the arrival of the Outer Lords, the dragons of Vandara gave little consideration to their planet's practical geography; small communities sprang up in whatever environments suited them best, the only obstacle being the claims of other dragons. As the lines of Makers' War reached Vandara, such dispersal proved to be the dragons' bane, with small clusters or singletons proving ineffectual against the Outer Lords. As the most populated and defensible continent, Utala became the draconic stronghold, a location where these disparate creatures could coordinate a military campaign to secure their control of Vandara and the larger Aurin system.

Powerful spells were woven into the environment itself, allowing the dragons to magically create powerful warriors or reshape the landscape itself for greater defense. When the age of conflict finally ended, the draconic population across Vandara had been reduced to a fraction of its size, the survivors torn between two courses of action. While many dragons ventured across the world to claim the most delectable habitats for themselves, a large number stayed in Utala to try and build a cohesive state which could defend against further attacks. One of the mightiest veterans of the war, a red dragon named Nerusa, declared herself Queen of Utala and dragonkind, establishing a feudal structure of rule which spanned the continent and wielded authority over dragons across the planet.

Over time, the pride and power of the dragons began to work against them. Many grew to resent the rule of Nerusa and her subordinates, chafing against the territorial claims they enforced in Utala and abroad. Further complicating matters was Nerusa's magical immortality, a prospect which most irked the elite generals she had designated as her

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heirs. Most notable of these heirs was Xenaraung, a unique polychromatic dragon of great magical prowess and strategic capability. Xenaraung rallied a global force of dragons against the Queen, driving the planet into a great battle known as the Dragonson War. Fights erupted worldwide, many dragons stepping to Xenaraung's aid for fear that Nerusa would intensify her militance should she fail here. Tremendous casualties effectively emptied many lands of dragons, allowing human cultures of Cidalac, Halkenir, Taurun, Valtross, and Estaria to expand to a much greater scope.

While a now-undead Xenaraung was successfully captured and imprisoned deep beneath Utala, Nerusa perished and ascended before she could see the end of the war. The feuding generals who succeeded her remained similarly power-hungry, stamping out any draconic communities which appeared outside Utala and forcing isolated dragons to retreat into hiding if they wanted to hold their lairs abroad. While some Eldenwyrms and powerful dragons now receive tribute and fealty across Utala, none wield anywhere near the might and influence needed to rebuild another draconic kingdom on Nerusa's scale.

While the dragons and their kobold servitors have defined Utala's global exploits, the human origins of the name Utala (meaning "beyond measure" in Draconic) allude to humanity's longtime presence on the continent of dragons. Since the days of the Makers' War, human cultures have situated themselves around the continent's protected mountains, lush forests, fertile valleys, and bountiful coastlines, and anthropologists have documented more than one hundred and fifty distinct spoken languages (many of which incorporate some draconic pidgin) which allude to the sheer variety of sedentary, nomadic, and semi-nomadic cultures on the continent. Though continued draconic vigilance has prevented any settlements from developing beyond villages and subsistence farms, Utalans have learned to expertly harness the natural and magical resources around them.

The most powerful Utalan tools and magic items are crafted from the remains of magical beasts or even dragons, a process which dragons might find deplorable if they did not imitate such repurposing themselves. Utalan humans perpetually live in the shadows of dragonkind, viewing these ancient creatures as mighty forces to be respected and placated. The offerings of food, wealth, and occasionally people made to dragons are often interpreted as worship by outsiders, but most Utalans view them as irreverent and pragmatic exchanges. Quite a few Utalan martial arts have been developed to fight significantly larger foes, and many cultures are accustomed to fending off dragons as a survival necessity.

Utala has remained isolated from the politics of Vandara at large, as its remote location and draconic stewards have made it an unappealing target for foreign occupation or invasion. Amubalyn and Cidalac have attempted to establish colonies in the past, but these endeavors have led to vicious draconic retaliations that have soured Utalan humans' perceptions of outsiders. Raids or infiltrations with the intent of claiming draconic secrets or treasures have been attempted throughout history, and these efforts redoubled as Vandarans became desperate for means to fight off the qlippoth.

The dragons occasionally coordinated with other Vandarans, but for the most part fought the invaders on their own terms, leading to suspicions that the creators of Vandara had ulterior motives tied to the war. A number of dragons have made clear their interest in one day reclaiming old territories from humanity, but even these firebrands know that such an endeavor would be suicide for a fractured and weakened dragonkind. Utala is thus unwilling to assist solitary dragons who battle against humanity in remote regions, although it will unquestioningly offer sanctuary to such creatures.

A realm of dragons draws a wide variety of adventurers, many of whom rely on the cooperation of kobolds or Utalan humans to maintain their exploration prospects within the continent. Hoards of treasure, lost arcane secrets, or the prospect of powerful targets to slay can all drive powerful and thrill-seeking individuals to traverse Utala's vast expanse. The dragons mostly view such outsiders as a nuisance, but many are more than willing to direct them towards rivals or recruit them into larger draconic conflicts.

Valtross

Pronunciation: VAHL-tross

Adjective: Valtrossi (vahl-TROSS-ee)

Capital: none

Government: varies

Languages: Common, Draconic, Elven, Goblin, and numerous regional languages

The Northern continent of Valtross dominates much of Vandara's northern hemisphere, connecting Taurun and Cidalac while providing easy sea passage to Utala. Rivers from the northern glaciers and frozen peaks flow through a tremendous fertile landscape, flooding the varied lands with greenery. One would think this realm a paradise or a valued strategic asset, and countless warlords have made this mistake across Vandara's history. Dominated by ancient beasts, strange magics, roving marauders, and thousands of ruins left by failed conquerors, the great expanse of Valtross stands as a challenge and a warning to all those who believe that the future of Vandara can be controlled.

While Utala stood as the bastion of Vandara's dragons during the Maker's War, Valtross became the staging ground for the Outer Lords in their conquest of the planet. The continent's geography was expanded and contorted by the Outer Lords for their use, although such terraforming was often invalidated by the destructive weapons of both Maker factions. In addition to ordnance, dragons and Outer Lords

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alike created an endless array of living weapons: fey, sentient plants, monstrous humanoids, constructs and magical beasts of obscene power who were frequently scattered in the wake of massive battles. Even after many thousands of years, Valtrossi explorers can discover wrecked Outer Lord structures, ruined fey cities, or expanses of unstable magic or physics left as the fallout of powerful weapons. More likely than not, such pursuits will result in the Makers' living creations finding the explorers first.

The first human movements into Valtross were monumentally early, and all but the most dedicated scholars have since lost track of the continent's many migration waves. Countless cultures have moved into or across the northern frontier, emerging from numerous southern continents with intentions of refuge, expansion, or military conquest. Valtross' harsh weather, varied terrain, plentiful monsters, and countless competing cultural groups make the establishment of any modern state in the northern continent impossible, and this lesson has been successively re-learned in each passing generation. Even powers as recent as the Cidali empire and the city of Balyn count their edifices among Valtross' ruins, these failed colonial expeditions joining millennia of failed takeovers before them.

What settlements do survive in the north tend to be isolated, antiquated, and highly militarized, resulting in an environment where small kingdoms and free cities frequently come into conflict, collapse, and redraw their borders. Many noteworthy locations have as many as ten cities built on top of each other, and Valtrossi have grown accustomed to scavenging the ruins to cobble together armaments and infrastructure. Anachronisms are thus a frequent site in Valtross, the locals hardly batting an eye at a cyclopean fortification adorned with silks tapestries and electric lights while being manned by musketeers.

As befitting its tremendous size and diverse composition, Valtross has no cultural or political baseline which can be inferred with any accuracy. The denizens of a region may be humans, fey, biomorphs, humanoids, or even aberrations who serve a local king, tribe, community, or faith. Valtross' warring city-states have captured the imagination of Vandarans more than any other description, however, and the name Valtross tends to evoke images of armored princes leading ragtag armies in a misty field. A select few other Valtrossi cultures have entered the globe's cultural zei[tg]eist due to their involvement with the larger world, Mariton being the most legendary. Similarly noteworthy are the Galruth, seafaring peoples who marauded the Black Ocean until their destruction by the Cidali.

The most powerful Valtrossi faction in modern times is the Janmar Khaganate, a loose federation of kingdoms who became notorious for raiding Cidali and Halken settlements during their colonial days. The Janmar integrate their force of arms with long traditions of divine magic and a penchant for beast-taming, creating a terrifying and versatile raiding force. The orc armies created to combat the Janmar have spread far beyond many of their initial posts, mingling with the north's diverse cultural makeup or establishing their own communities. Goblins have adapted particularly well to Valtross' volatile political environment, and can nowadays be found in every corner of the continent working. Countless other biomorphs and humanoids have been identified across the northern continents, with origins ranging from renegade magical experimenters to interspecies unions to generations of peculiar adaptation.

Being the northernmost continent of Vandara, Valtross' climate is predominantly cold and verdant, dominated by vast steppes and pocked with immense mountain ranges. Glacial rivers run from the poles down through the countryside, with communities often being built around them. Immense forests cover much of the landscape, and it is here that the largest numbers of fey dwell. Erratic terrain of cliffs and valleys is also commonplace, scars made by the Makers which have yet to heal across the landscape. This has provided a boon to all those who wish to harvest construction materials. Wicked storms of snow and rain frequently overwhelm the nation, and the long winters of Valtross are among the most dangerous times in all of Vandara.

Valtross is viewed by southerners as an accursed realm, a violent place defined by discarded ruins and barbaric denizens. Although increasing numbers of Valtrossi have moved south to Cidalac and Taurun for work or refuge, they are still regarded as disdainful oddities whose culture is wrapped up in violence. Hundreds of different cultures are grouped together as unsavory northerners, but legacies of tension and conflict stop these emigrants from finding much community with each other in their new homes. Only a few diaspora Valtrossi openly identify themselves by their

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original communities or titles, and many are aware that the continual conflict of the north may stop them from ever seeing their homelands again.

Most Valtrossi do not wish to be associated with further conflict, but many veterans have turned their stories, insights, and training into profitable ventures abroad. There is little consensus as to how the perpetual conflict of Valtross should be resolved, as neither Vandara's large empires nor Valtross' denizens believe that occupation is a viable solution. International aid may be a long-term solution, and many organizations are dedicated to that very effort, but one wonders how a stable Valtross would fit into the political schemes of its southern neighbors.

With no overarching government, an immense landscape, and plenty of vectors for wealth and glory, Valtross has become a haven for adventurers, mercenaries, and fugitives from all over the world. People might seek out strange magical phenomena, excavate archaeological sites, study relics from the Makers' War, or train within the martial schools or mercenary companies which have earned reputations in the north. Others seek riches as bandits, tomb robbers, or men-at-arms, the most ambitious of these individuals even trying to conquer kingdoms for themselves. Locals, monsters, the environment, and rival adventurers all provide substantial challenges to a party in Valtross, but these foes can also create the most wondrous of stories.

The White Ocean

Languages: Aklo, Common, Elven, Synthic

Named for the shine of its waters amidst the sunsets which once fell over Cidalac, the White Ocean has long been the lifeblood of the Vandaran civilization. In olden times, it provided the denizens of Taurun, Cidalac, and Estaria with the food they needed to survive, and in the modern age it brings to them riches from across Vandara. It is said by many that the White Ocean is the most coveted resource on the planet, and the military investments dedicated to keeping control of the waters reinforce this statement's validity. Only those who ply the White Ocean's waters are aware of how truly dependent many Vandarans are on its bounties. What's more, they know how precarious Vandara's access to these riches has become.

Ancient Cidali, Halkens, Tauruni, Valtrossi, and Estarian cultures relied heavily on the White Ocean for food, building much of their diet around crustaceans, fish, sea mammals, and a variety of sea greens. Even before the days of ocean-faring vessels, the White Ocean was immensely valuable for trade, with ships plying its coastlines in routes that spread from Taurun to Halkenir. This exchange was expanded further by the merfolk, sea-dwelling peoples who would trade valuables across the ocean and periodically raid seafaring ships. As shipbuilding grew more sophisticated, land-dwellers asserted more control over the White Ocean, escalating conflicts which the merfolk were not always prepared for.

By the time of the Halken Empire, many islands on the White Ocean had established human populations and were connected in well-documented trade routes, shipping food, spices, precious metals, silk, medicine, and plenty of other resources across the waves. This era became quite profitable for pirates, who often allied with merfolk and other sea creatures to hijack many of these treasure ships. This age of piracy was ended abruptly as the Halken Empire fell, creating a new era in which the Cidali navy demolished the largest pirate fleets and erected a number of new islands as naval bases. Although some pirates and plenty of legends still remain from the Halken era, most recognize these perilous days as finished.

The dangers to the White Ocean no longer take the form of pirates, and magic and shipbuilding have diminished the danger of sea storms and prolonged voyages. The naval vessels of Cidalac and Taurun now patrol much of the sea and have demonstrated a willingness to fire upon neutral ships that they believe to be involved in espionage. Battleships, submarines, and aircraft carriers alike hold vigil over the empires' respective trade routes, wielding the potential to sink an island or potentially spark a catastrophic war. While teleportation and air travel are nowadays employed for small valuables, the industrial-scale ocean trade is so crucial to Taurun and Cidalac's economies that both nations view a ceding of the White Ocean to their rival or the qlippoth as tantamount to self-destruction.

The more insidious danger of modernity is pollution, as copious amounts of consumer and industrial waste have poured into the White Ocean at a rate which nations seem unable to address. Some important fishing locations have seen ecological collapse over the last century, and biologists estimate that increasing garbage volumes could result in global food shortages before long. The White Ocean seems to embody the great struggles of modern Vandara, problems which may be too great for any individual to solve.

While the prospect of raiding trade ships has a certain storied appeal, experienced sailors know that the White Ocean is home to many more valuable endeavors. Adventurers have turned ship security into a cottage industry, defending ships from pirates, saboteurs, and mercenaries paid explicitly to remind sailors why they need to buy protection. Island nations often struggle with imperial rule, and adventurers might travel to these micronations to topple corrupt officials or even aid in revolutions. Other adventurers may wish to take the fight more directly to an empire, sneaking aboard Tauruni or Cidali ships to steal secrets or sabotage military operations. Many environmental activists take an active role in fighting polluters and poachers, striking at ships involved in environmental destruction or delving into contested territories to cleanse them. Finally, many legacies of the pirate age remain, driving adventures to pursue sunken treasure, quiet pirate ghosts, or discover lost secrets beneath the waves.

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Languages

The following languages are the most common across Vandara, shared by various peoples and spoken in major locales on the planet.

Abyssal

Those who seek to learn the language of the Abyss often find it to be quite simple, lacking many of the stipulations and clauses which so often define planar speech. The construction is simple and very direct, giving Abyssal a bluntness which can render it off-putting or refreshingly honest. Abyssal words often make for satisfying curses or informal descriptors, facilitating their spread across many languages in the same vein as their demonic progenitors. Most Vandarans consequentially know at least a few Abyssal words, although the language itself is rarely used in conversation outside the Erebine.

Aklo

The language of the Outer Lords has been steeped in mystery and fascination ever since early human linguists began decrypting it from old ruins and relics scattered across the planet. Many aberrations across Vandara speak the language to this day, although dialects vary drastically between regions and species. Humanoid scholars who study esoteric magics or the Makers' War have developed a variation of their own, although this rarely sees use outside of translations. Some go so far as to say that the human mind is incapable of understanding, much less speaking, an authentic version of Aklo. A renewed interest in Aklo was fostered when it was discovered that the qlippoth use a version of the language, although the qlippoth do not often communicate with Vandarans.

Celestial

Although celestials are oftentimes pickier about who they serve than other types of outsiders, their use by binders is far more socially acceptable in many countries than the alternatives. Cidalac in particular holds many traditions of binding archons, angels, foo beasts, and agathions. Even those who understand the language well consider it unsuitable for casual speech, although it is periodically used to speak secretly in public spaces. Many hymns and religious texts were written in Celestial during ages past, although the Silicon Barrier has diminished the influence of religions associated with the Outer Planes.

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Cidali (Common)

Although linguists insist it originated in what is now Valtross, the common tongue which now covers much of Vandara has long been associated with the seafaring conquests of Cidalac. Spread across all humanoid territories by soldiers and missionaries when the Empire was at its height, use of Cidali was often made compulsory in colonial territories. Some languages were endangered or exterminated during this age of Imperialism, resulting in resentful use of the language across many of the empire's former territories. This commonality is sufficient to make Cidali the de facto language for international operatives and adventurers.

Draconic

The oldest language on Vandara, Draconic was brought to the planet by the dragons who formed it. The language remains the common tongue in Utala and Eigenel, even among non-draconic and non-scaled denizens. Among all native speakers, this poetic tongue is spoken and written with weight and reverence, as if the words themselves are directly channeling a higher power. Speaking flippantly or excessively in Draconic comes off as unnatural to anyone with even a passing familiarity with the language. Draconic is studied exhaustively by students of the arcane, as they recognize how much they can learn from the planet's creators.

Dwarven

Dwarven culture places great value on efficiency and their monosyllabic language reflects that. There is speculation about whether the Dwarven tongue began as a code for dwarves who wanted to communicate in secret, an experiment by Cidali linguists to create a restrictive "servile tongue", or an archaic form of Cidali which the long-lived dwarves became attached to. Although most dwarves speak both Cidali and Dwarven, an increasing number of dwarves and duergar are choosing to raise their children in exclusively Dwarven-speaking households. Much like their craft or their martial skill, these dwarves view their language and speechcraft with a measure of cultural pride.

Ferow (Halfling)

Originally one of many human languages which developed on Ferowark, the language now known as Ferow or Halfling was adopted by many of the halfling expatriates who were sent to the island continent and learned from the locals. However, while the Cidali empire made an active effort to forcefully impose the Common language among humans, halfling communications were pursued with far less scrutiny, allowing the biomorphs to preserve a language which would otherwise be highly endangered. Many halflings have relished using a language which Cidali authorities cannot understand and have often traveled beyond Ferowark to teach the language to halfings in Valtross and Cidalac. Ferow's original human speakers are not all comfortable with their cultural heritage being controlled by a colonizing population.

Halken (Elven)

At one point, the language now known as Elven was spoken across Halkenir, Valtross, and Estaria. Population movement, cultural exchange, and the destruction of Halkenir have all contributed to its deterioration, and now the language is primarily confined to the aristocracies of elves across Cidalac and Valtross. A great body of literature nonetheless exists in this "old tongue", as most call it, and knowledge of the language is seen by many as a sign of culture and education. Native speakers tend to be very particular about outsiders using this "elite" language, viewing its bastardization or even casual use as an affront to their status.

Infernal

Once restricted to loathed diabolists, the language of devils has risen into prominence with the ascendancy of Moloch in Taurun. Here, speaking of the formulaic and efficient tongue is not just common but wholly compulsory; use of anything other than the 'language of order' is severely punished. Many dissertations on Infernal philosophy, social development, and Tauruni thought are written in this language, which has led some scholars to learn the language in the name of clarity. The linguistic patterns of Infernal seem to reinforce Moloch's doctrines of hierarchy and control, suggesting a language which was engineered for this express purpose.

Necril

Known to few and used by fewer, Necril is one of the oldest human languages on Vandara and arguably the first to possess a written component. Drawing some linguistic influence from Aklo and Draconic, Necril is an incredibly difficult language to understand and speak. Despite or perhaps for these reasons, the nation of Mariton has adopted Necril as its primary language, encoding many of its deepest secrets in the archaic tongue. A few Maritoni are old enough to recall speaking Necril as a mother tongue, and converse in it out of tradition. Those outside of Mariton view the language as suspicious, although some in Balyn have taken to studying it in efforts to expand their psionic knowledge.

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Synthic

At once a coding language and linguistic entity, Synthic was formulated by early robot programmers as a "perfect" language, bearing simple and consistent grammar. Although it never caught on among humans, the fact that Synthic was programmed into the majority of Estarian robots gave it another form of prevalence. Following their liberation, many androids adapted Synthic as a primary method of communication. Today, Synthic is the official language of New Estaria, and a great deal of android and AI literature is composed in this unique tongue. Knowledge of Synthic is viewed as mandatory for most students in technological fields.

Undercommon

Although traditional Aklo remains the predominant language of the Erebine's deeper layers, the tongue has been altered by countless generations of speech and exchange into a new language entirely. Originating among deep-dwelling aberrations and picked up by the drow and duergar, Undercommon's guttural tonalities are a necessity for traveling the depths. At least three separate scripts exist for Undercommon, drawing influence from Aklo, Halken, and Cidali alphabets respectively. Quite a few Undercommon words have been made into Cidali slang, especially in relation to the vehicles drow are so famous for.

Valtric (Goblin)

A mixture of Halken, Draconic, Cidali, and many older tongues, Valtric is spoken across the great northern expanse of Valtross, employed by lords, raiders, and non-humanoids alike. Countless regional variations exist, although most Valtrossi learn to speak at least four different dialects by adulthood. To the south, a stigma exists about the language being "the barbarian tongue" and it being unfit for anything more poetic than the basest articulations of emotion. Many Valtrossi and anthropologists, however, see great potential in this language, citing the capacity for beauty in many Valtric bards' tales or goblin ballads.

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CHAPTER 2

Aurin, the Star of Ruin

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A History Of Aurin

In an age long since cast beyond memory, a massive structure of light, space, and esoteric magic formed in the depths of the void. This phenomenon became known as an Iterlight, a gateway across space and time that would allow transit between countless points in existence. Access to an Iterlight meant a mastery over reality inconceivable to most creatures, its most coveted gift being the ability to travel faster than the speed of light. For many cosmic civilizations, an Iterlight or similar phenomenon would be a requirement for their ascension to a galactic stage.

Coveting this power, a culture of dragons worked to establish their utopian world of Vandara around the star of Aurin. Using their phenomenally powerful magic, the ancients drew materials from across the planes to construct the world, a base from which they could observe and study the powers of the nearby Iterlight. Although the planet was completed, the dragons' work would not go unnoticed or unchallenged, as a rival faction soon entered the Aurin system to claim the Iterlight for itself.

These interlopers have been dubbed the Outer Lords, for their true names have been lost to history. Traveling across the stars in immense vessels the size of moons, the Outer Lords sought to claim the Iterlight for their own expansion. Although their incredible magical prowess paled in comparison to that of the dragons, the Outer Lords' mastery of psionics and advanced technology made them a potent adversary in a system-spanning conflict that future generations would dub the Makers' War.

Although Vandara and the Iterlight were the most coveted locations, not a world nor moon was spared from the Makers' immense conflict. Planets such as Melesp, Shelig, Addoroc, and Jalloth were stripped for their resources, eventually being turned into planet-sized magical batteries or weapon development facilities. Moons such as Kawe and Xial became barracks and launching grounds for immense armies. Weapons both magical and mechanical terraformed and even destroyed entire worlds, leaving behind the great debris field of the Orebelt. Strange beasts and constructs, engineered for conflict, overtook native life on the few planets where it existed. The Makers' War came to define the Aurin system in its totality, the prize of the Iterlight remaining out of reach for both factions.

After untold years of conflict, the Draconic and Outer Lord fleets had both been devastated far beyond repair. The Makers' war ended not because of a clear victor but because both sides were so immensely crippled that fighting a grand-scale war was rendered impossible. Reserves had been expended, industrial capacities destroyed, and populations diminished to a whisper. What few starfaring dragons and Outer Lords remained alive fled the system, unwilling to perpetuate the conflict that had driven both to the verge of extinction. Countless theories have since emerged as to the Makers' whereabouts, many more postulating the eventual return of one or both forces to Aurin. However, no concrete evidence of their continuity exists, leading many to believe that the Draconic Creators and Outer Lords alike went extinct in the depths of space.

Over millions of years, the children of the Makers developed of their own accord. Disparate communities emerged across

Content Warnings

Imperialism/Colonialism: History of Aurin, Jalloth, The Bleeding Moons War

Racism/Eugenics/Slavery: Lashunta, Biomorphs, Shelig Peoples, Cleansing Flame, Dominion Prerogative, Makers' Reckoning, Jalloth, Alatoyn

Mass Death/Genocide/Societal Collapse: Addoroc, Moloss

Medical Trauma/Body Horror/Modification: Kytons, Qlippoth, Cephalume, Dromites/Trox, Judow, Maenads, Letztermensch

Suicide/Self-Harm: Elevation Through Agony

Drug Use/Trafficking/Addiction: Elevation Through Agony, Jaimont

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the Aurin system which grew into nations and eventually civilizations. Some peoples such as the humans of Vandara, the kalo of Zelen, and the Scaled peoples from across the system turned to magic, invoking miracles from across the multiverse to rise above the dangerous wilds around them. Others such as the lashunta of Kawe and the many peoples of Shelig studied repurposed Outer Lord technology, the ancient machines and their functions becoming integral to survival in the hostile environments of Aurin.

Magic and super-science were never wholly separated, however, and by the time these disparate civilizations met most were acquainted with the armaments of both Makers. Over all these blossoming worlds loomed the Iterlight, the prize of the Makers' war which remained unwon, the vista which darkened the stars in comparison, the tantalizing shimmer of eternity which captured the awe of every culture to gaze upon the night sky.

After reverse-engineering much of the advanced machinery left behind on Kawe, the lashunta became the first of Aurin's children to traverse the unfathomable gap between worlds. Psychoportation powers formed from partially understood Outer Lord transport technology allowed small parties of lashunta to explore many of Aurin's worlds and learn of the immense scope of the Makers' conflict. Finding no other beings which could match their technological mastery and military capacity, the lashunta viewed diplomacy as a feeble alternative to dominion.

In a great offering to the Outer Lords who created them, the lashunta began a centuries-long mission to control the many moons and planets of Aurin, slowly terraforming these spheres such that they could sustain life. Only Vandara, the world of the dragons, remained untouched, for the lashunta understood that upon that planet resided perhaps the only beings in Aurin who could challenge their dominion.

Vandara did indeed birth the lashunta's greatest enemy, but this incredible foe did not take the form of draconic legions or mighty primordials. Rather, humanity and its biomorph kin emerged to claim the world of Addoroc. These Vandarans were magical experts and talented engineers forged in the crucible of extended conflict, and they proved formidable opponents who were more than willing to take lashunta-terraformed worlds for their own. On the other hand, what astonished the lashunta the most about these children of the dragonworld was their lack of unity. The Vandarans conquested under the banners of Taurun, Halkenir, Cidalac, and Estaria, nations which seemed more hostile to each other than to the lashunta who stood in their way.

When the first shot was fired is unknown, but a fivefold conflict recorded as the Bleeding Moons War quickly erupted between the five great empires of Aurin. The lashunta, although holding an early advantage, suffered several catastrophic losses in the face of Vandaran strategies and sophisticated arcane magic. For the first time since the Makers' War, great starfleets strafed the length of Aurin, scrambling for territory, propping up fragile settlements, and slaughtering any who would challenge their rule. Often on penalty of death, the less militarized cultures of the system were conscripted into the war by any of the five empires, learning how to use magics and technologies centuries beyond their own and forfeiting their own knowledge to the war effort. After decades of erratic conflict, a war without clear fronts and no conceivable win condition, it seemed that Aurin would be forever condemned to bleed. Whether this would be a desirable alternative to what came next remains to be seen.

Eighty Vandaran orbits before the present day, the Iterlight's iridescent glow was blotted out by an immense horde of terrors which came pouring from its depths. Moments later, their psionic abilities allowed them to make planetfall on the Pesmirian moon of Vabroth, a world which these beings dominated completely within weeks. These strange beings were dubbed the qlippoth, and in their wake they left any semblance of life corrupted by strange psionic processes which restructured their functions.

Most Aurinites did not survive to see such warping, perishing before their alien abilities or raw physical might. Their sheer numbers combined with their obscene individual strength and strategic coordination allowed the qlippoth to overwhelm any force which dared challenge them. One by one, the worlds of Aurin were claimed and ravaged by the qlippoth scourge. This unrivaled catastrophe, which had taken the lives, minds, and souls of countless beings from every corner of the system, forced the five warring empires together in a fragile alliance.

The Cidali, Tauruni, Estarians, Halken, and lashunta empires coordinated their fleets to beat back the qlippoth, their efforts often proving futile. Oftentimes, what were supposed to be joint maneuvers fell apart as each force did its best to save its own citizens and then evacuate rather than pushing for a victory. Few battles were won by the Aurin forces, and even those defenses that were successful eventually wound up crushed under a continuous onslaught of qlippoth attacks. Eventually, the five empires were pushed back to Vandara itself, and all forces converged to form a blockade around the world to keep the alien onslaught from reaching this most valued planet. Every nation blames every other for the horrific loss which occurred that day, the utter annihilation of the Aurin fleets, the death of the Goddess Saint Aline, and ultimately the creation of the Silicon Barrier, an accursed debris field which entrapped Vandara and left the Qlippoth War's few survivors completely isolated from their home.

The Sundering of Vandara may have been the event that saved the rest of Aurin, however. Once the Silicon Barrier was erected, the qlippoth of Aurin seemingly lost their drive to fight. They no longer coordinated as they did during the war, becoming lone predators that eked out territories in remote parts of the system. Against these disparate forces, the empires of Aurin were able to cleanse all but the most ravaged worlds of the alien creatures, with most of them retreating to the outer moons or to the ruined world of Addoroc.

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However, like the Makers before them, the empires of Aurin were now so thoroughly broken that no military forces could be mustered for continued conflict. Reluctantly, each of the five broken empires retreated to the worlds where their numbers were greatest, turning their focus inwards to reconstruct from the battle. On every world, individuals still gazed up into the night sky, cursing not only the Iterlight but also the countless enemies that they would one day resume battle with.

In the ravaged system of Aurin, the mystery and awe of the unknown interweaves with the complex struggles of scarcity and deception. The peoples of the system hunger to understand the great potential hidden within both past and future, and yet their lives are inescapably bound to the many hazards of the present. The process of reconstruction could plunge Aurin into another unending war or it could kindle the flames of salvation. In such a time, the life of an adventurer is common to the mercenary, the idealist, and the subsister, for neither glory nor oblivion is promised by fate.

Magic Of Aurin

Numerous longstanding traditions of Vandaran magic have been altered by the Sundering, with sources of power being negated and certain limits being softened. Lack of access to the Convictus has completely changed the mechanisms of psychic magic, and not all casters have been able to adapt the new mindsets required of them. The severance of the Vandarans from their gods has altered the paradigms of divine magic dramatically, with casters no longer being able to reach the divine intelligences they once relied upon for their powers.

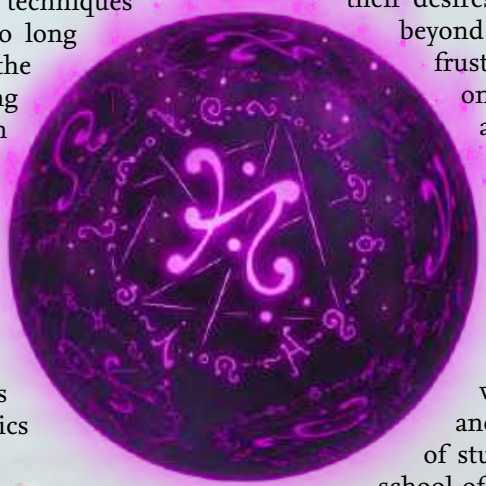
Even arcane magic, which operates by manipulating the underlying patterns of the universe, has needed to be revised as the necessity for pressurized suits has made somatic spell components unviable. The magical techniques which Vandarans had utilized for so long are slowly being re-learned in the wake of the disaster, accommodating new lessons and techniques which were developed by extra-Vandaran cultures.

The ancient dragons and Outer Lords left behind many arcane relics from their conflict with the Outer Lords, relics which became the basis for arcane magical practice among the lashunta and the Shelig peoples. As Vandara possessed many similar relics and a sizable dragon population, much of the Vandarans' arcane theory remained consistent following their departure from their homeworld. What's more, the universal and highly codified nature of arcane magic has allowed most spells to function unchanged in the wake of the Sundering. The dangers posed by armor-based spell failure have driven many casters to restructure their arcane practices to mitigate these dangers, but enclaves of classical somatic wizardry can still be found throughout Aurin among land-bound settlements.

Divine magic, on the other hand, has been altered dramatically by the severance of the Vandarans from their gods. No longer can clerics, druids, paladins, and other divine casters draw power directly from a deific patron; no longer can the immortal intelligences which guided Vandaran civilization even be consulted for aid. Many Vandarans felt their connection to divine power weaken as they traveled further from their homeworld, but the Sundering stripped them of their powers completely.

Although the dedicates of many Archfiends and other planar patrons have maintained their power (save for the followers of Moloch, the Archdevil who was trapped on Vandara), those Vandarans who followed the gods have been forced to adapt, pursuing other courses of study or harnessing the power of the magical networks known as omphaloi which the lashunta, Shelig, and Zelen peoples have long employed. By tapping into the collective energies of numerous committed souls, many cultures have discovered that it was possible to replicate the powers which Vandarans have called godly. Such omphaloi and their escalating power have long been a driving force in the society of the lashunta and Zelen peoples, persisting since the time of the makers as their composition adapts to each passing generation.

Without the stabilizing force of the Convictus, psychic magic has become much more difficult to utilize despite minimal differences in its essential functions. The collective thoughts and ideas of a single world are no longer so acutely focused as they were on Vandara, and psychics must project their desires across the Aurin system and sometimes beyond to cast their spells. Many psychics, frustrated by their loss of power, have given up on their tradition while others work to try and recapture the immense power they once wielded.



Some Vandaran psychics work on strange magical experiments to try and recreate the Convictus outside of Vandara, feats which the psychics of other worlds view as absurd. The peoples of Shelig and Zelen have ample experience working with this more ambient form of magic, and these worlds have since become centers of study for new psychic techniques. While the school of Shelig is more focused on harnessing the power of keepsakes and objects, Zelenite psychics prefer to communicate more directly with immaterial beings.

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Psionics and Akasha have remained unchanged in their function, although lack of research resources have stunted the comprehension of certain advanced psionic techniques in comparison to Vandara. The lashunta, quite experienced with the relics left behind by the Outer Lords, attained an in-depth understanding of many psionic processes but were caught off-guard by some of the most advanced techniques of the qlippoth. The Shelig peoples have experience combating psionic and akashic opponents, although the ruined state of their homeworld has stopped most of them from reverse-engineering such wonders for study. The ancient cephalume may know more about psionics than any other faction in Aurin, although these remote enclaves will likely demand a high price for their knowledge.

The limitations on many individual magical traditions have led to the creation of what Vandaran scholars call hybridized traditions. Although seen as a novelty by many Vandarans, the concept is viewed as mundane by many Shelig and Zelen peoples who see hybridization as a simple necessity for making magic work. These traditions combine aspects of multiple casting traditions and take a near-endless variety of shapes, many of them circumventing the typical restrictions of specific traditions or incurring strange new drawbacks in exchange for greater power. Many mages in Aurin take pride in creating their own unique casting tradition, making their magic or psionic techniques their own.

Space Travel

The technology of the Aurin has yet to reach a level where faster-than-light travel on a large scale is feasible. Teleportation allows for instantaneous transportation by those with the equipment or psionic/magical capabilities, but even such wondrous powers prove insufficient for the transport of large starships or the delivery of the resources necessary to sustain many space colonies. As a result, the mechanics of space travel in Aurin are more typically defined by nonmagical physics.

Faster-than-light engines remain relegated to science fiction in Aurin, and travel time between planets is oftentimes calculated in days. Magical and psionic communications are instantaneous due to their use of the Astral Plane as a medium, but even the fastest radio communications have a delay of several minutes from planet to planet. Starfaring vessels typically enlist mages and psionicists as designated "signalers".

Artificial gravity is another technology which hardly exists outside the realm of miracles in Aurin. Spells and powers such as *control gravity* allow for limited manipulation of gravity, but such efforts are often expensive, cumbersome, and impractical. Gravity is often simulated aboard starships through calculated acceleration, with a starship orienting its "ceiling" position in whichever direction it is accelerating. For tighter maneuvering aboard a starship, conventional restraints and gripping items such as magboots are often employed, while onboard safety systems secure the crew against extreme acceleration.

Space in the Aurin system is a vacuum, and objects in space will continue to accelerate in a given direction unless somehow stopped. What's more, the extreme forces dealt with in the vacuum of space mean that even the hardiest of starships are at continual risk. To accurately reflect these realities, it is advised that the Acceleration Ship Combat and Lethal Ship Combat variant rules, detailed later in this book.

Finally, starships in the Aurin system are either designed for operation in the vacuum of space or for use in a terrestrial environment with an atmosphere. Atmospheric vessels simply lack the thrust necessary to evacuate an atmosphere, while spacefaring ships lack the thrust to navigate in pressurized environments. Rather than touching down upon a planet, interstellar starships will typically dock with some manner of space elevator or utilize an onboard teleportation bay to transport crew and supplies.

Races Of Aurin

Many races have developed across Aurin over the ages, some tracing their legacies as far back as the Makers' War and some emerging as recently as the last few decades. Each possesses a unique culture, mentality, and position in the great expanse of Aurin, but every group produces adventurers in some capacity.

Cephalume[APC]

In the deepest trenches of Zelen, whispers have long circulated of creatures born from the corruption of life and whom the mercy of true death cannot touch. These aquatic beings were viewed as a plague by their contemporaries and so were chased to the depths on account of crimes now scattered to legend. For millennia these beings were referred to only through scattered epithets, their kind believed to be extinct. However, the coming of the qlippoth ushered in a new generation of these ancient people, some of these children eventually locating their exiled ancestors and making known their self-given mantle of the cephalume. When the kalo were affected by the qlippoth corruption, they took on the form and mentality of this ancient adversary, raising many questions as to the relationship between the cephalume and Zelen's most eminent people.

With transparent skin of every imaginable color, cephalume possess long tubular bodies with translucent skin covered in bioluminescent patterns. A pair of curling tentacles approximate for hands while a muscular bell of lower tentacles serves the role of legs. The cephalume's smallest tentacles encircle a jawless mouth capable of both speech and digestion, though cephalume much prefer to communicate through a light-language known as Lumos. Two wide-set eyes possess slit pupils adapted for the lightless depths of Zelen. The membrane-winged protrusion on the back of a cephalume's head is commonly mistaken for a

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tentacle, and while it has no dexterity this "peak" tends to hold fashion significance.

Records of the original cephalume are incredibly scarce due to the people's great age, although some scholars suspect that the kalo intentionally erased any such records from history. Mythical texts and oral tales exist across numerous Zelen cultures telling of squid-like beings who would abduct innocents and perform twisted rituals on them within strange citadels constructed from corpses. As these stories go, those that survived such torture would become like their captors in body and mind, their original life little more than a faint memory and their values so wholly twisted that they would gladly seize and mutate those they once called kin.

These "Snatchers" bear a different name in every story but share similar physical descriptions as bioluminescent cephalopods with symbiotic "clothing" bound to their bodies. All of these physical traits are shared with modern cephalume, and reactions among the race to this storied history are very mixed. Some take pride in the concept of a nightmarish lineage, some seek to rediscover and redeem the legacies of their predecessors, and still others insist that any resemblance between ancient and modern Cephalume are coincidental.

The centerpiece of these stories and of modern revulsion of the cephalume comes from the race's unique reproductive process, a practice which the race will defend as horribly misconstrued as a brutal practice. Cephalume do not possess any sex organs and are thus incapable of reproducing on their own. Rather, new cephalume are born from esoteric rituals in which a cephalume is created from the body of a living intelligent creature. Although the newly born cephalume's personality is mostly autonomous, the original host's memories and views are oftentimes retained in the form of a symbiotic organism known as a krikiks. Most cephalume defend this practice by insisting that they only use willing subjects for reproduction, but a few high-profile incidents of capture and transformation have sown fear among many of Aurin.

Cephalume born of other cephalume are somewhat of an anomaly at present, but such "cyclical children" are denoted by their possession of multiple krikiks (one for each past life). Depending on the community, cyclical children may be admired or detested for varying reasons. Finally, cephalume can also be produced from the corruption of kalo, although the qlippoth's lack of engagement since the end of the war has made such incidents uncommon in recent decades. Nonconsensual transformation rituals are almost never initiated by cephalume, but a number of kalo have attempted to distort the qlippoth's corruption of their brethren into plots those already transformed. Theories about the cephalume's connections to the qlippoth are varied, ranging from the belief that the ancient cephalume and the qlippoth drew upon the same extraplanar power source to the possibility that the ancient cephalume were created by a previous qlippoth visitation.

The "death" of a cephalume is a process even more unique than their birth. Cephalume do not perish in the same manner as other beings. Rather, a cephalume whose body or mind loses function enters a torpid state in which their body calcifies completely, becoming a stony structure cephalume refer to as a cairn. Disturbingly, cephalume cairns remain conscious, capable of communicating with those nearby through telepathy or biolumenescence but otherwise unable to affect or perceive the world around them in any meaningful way. Breaking or even disintegrating a cairn does not kill the consciousness inside, effectively meaning that nothing can free a cephalume from an eternity of imprisonment.

Fragments of cairns taken from the ancient cephalume cities still retain their sentience, although millennia of isolation have induced scarcely comprehensible mental strain on many. Understanding of this calcification process has given the cephalume an immense fear of "death" as well as an immense respect for their ancestors, both ideas manifesting in the practice of building homes and vessels out of cairns to keep the lost members of the race present and somewhat stable. Some cephalume have ventured into Zelen's depths to collect the cairns of ancients, hoping to learn more about the people, their culture, and their origins. Few such accounts have been widely circulated, perhaps because scholars are not fully comfortable revealing the words of these ancients to the rest of Aurin.

Cephalume communities congregate from many disparate elements, as corrupted cephalume often find little comfort or acceptance among their kalo brethren. Settlements on Zelen which were attacked by the qlippoth have become sanctuaries for cephalume, many structures being rebuilt using cairns rather than traditional materials. The ritual of cephalume transformation, originally rediscovered among the cairns, is taught to all members of these communities once they reach a specific age, and those who wish to live in such settlements are often encouraged to become cephalume as part of their initiation. Cephalume enclaves are frequently targeted or discriminated against by other Zelen peoples, forcing residents to live self-sufficiently most of the time. Elsewhere, many cephalume have found comfort on other spheres such as Liruda and Elix, distancing themselves from the historical stigmas of their homeworld.

When asked why they adventure, most cephalume will state that they seek immortality. The idea of calcification horrifies them such that they will dedicate their lives to finding some method to avert the end, be their pursuit magical, biological, or technological in nature. If such pursuits prove futile, a cephalume will often dedicate themself to building communities or fighting to secure the rights of their race so that others will at least remember and care for their cairn. The concept of endings is alien to most cephalume; in their culture there is only the mercy of remembrance or the agony of existing forgotten. For this reason, many members of the race possess a strong interest in archaeology and history.

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Dromites[UP]/Trox[B4]

The shirren are a race that exists in a state of duality, being alien creatures born of unknown circumstances as well as the product of Cidali science and acculturation. The race's double identity and origin is reflected in its unique qlippoth corruption, which not only alters a shirren but also splits them into two separate entities. The smaller of these two creatures are dromites, human-esque insectoids of keen wit and great psionic aptitude. The less human portion of the shirren becomes a trox, a hulking abomination with many limbs. Although each possesses a distinct will and personality, these paired creatures are often incredibly loyal to one another, working and fighting as pairs across Aurin.

Those who have seen the birth of dromite/trox "twins" describe the process as akin to molting, the shirren carapace splitting and warping into a trox as a dromite emerges from the interior. Both races possess the ability to telepathically bond with other creatures, and their first such bond is usually formed with each other. The two twins typically live and travel together, the trox often acting as muscle while the dromite handles more delicate matters. A dromite/trox pair will rarely part ways willingly but can be forcibly separated without any ill effects on either party. When the two become separated, both tend to experience heightened feelings of anxiety and ineptitude. Even after years of departure, the strain of severance can still weigh heavy on many dromites and trox.

Continual telepathic connection leads many dromites and trox to seek out similarly close relationships with other creatures, many embracing a collectivist ideology that facilitates close connections with many other creatures. Dromites tend to flourish in tight-knit, highly coordinated communities, dedicating their entire lives towards the protection and development of these "hives". Social cohesion and an ability to assimilate into a group is typically valued among these hives, leading to no shortage of insularity and outgrouping even towards their own kin. Trox are similarly committed in many of their behaviors and relationships, but they tend to focus their loyalty on individuals rather than communities at large. Many trox feel that a telepathically bonded ally is an extension of one's own body, and experience similar pain when either is lost.

Dromites and trox started to appear in large numbers with the qlippoth invasion of Addoroc and its moons, with many shirren colonies being breached and corrupted by the invaders. Fleeing across the planet and eventually to nearby worlds, the dromites and trox eventually learned of the Cidali empire which had left them to die. Many of the insectoid peoples found common ground with the Tauruni diaspora, the asteroid-dwellers collective doctrines coinciding with the insectoids' psionically driven communalism. The dromite hives spread across the Orebelt and the moon of Moloss, in a way preserving Taurun's totalitarian ideology even as many tieflings moved away. Those Tauruni who remain loyal to Moloch will point out several disparities between the archdevil's prescriptions and those of the dromites, but these distinctions are lost on most of Aurin.

Dromites are typically viewed as warped ideologues and trox as their witless stooges, perceptions which are not helped by dromites' frequent habit of riding atop the backs of their trox companions. The shirren are particularly disgusted by the social dependence of their psionically amplified brethren, viewing their collectivist desires as detrimental to the freedom the shirren have fought so hard for. Dromite and trox relationships do run

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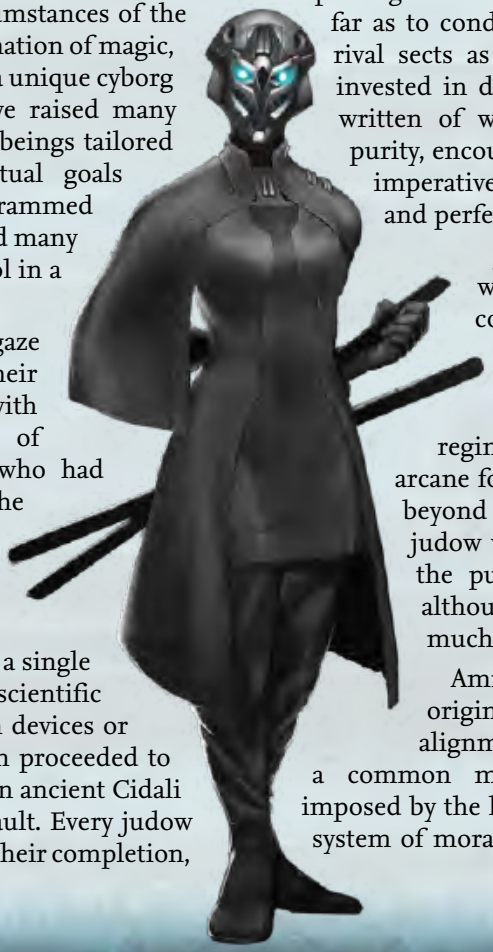
the risk of becoming toxic, especially in cases where these telepaths become incredibly reliant on mental feedback as a source of validation.

Both insectoids tend to be loyal to a fault, treasuring their relationships for extended periods and struggling to break away from extant social groups. Despite this, dromite and trox dynamics are much more varied than most other Aurinites realize. For example, a trox may take a more parental role over their impulsive dromite companion, or the two beings may view each other as intellectual and physical equals.

Dromites and trox typically adventure as a pair, each serving a role that covers the weaknesses of the other. Most seek out riches or glories for their respective hives, although it is not unheard of for them to strike out on their own to create a new hive or even a new community outside of their own kin. They will typically stick with a single party, organization, or leader through most any hazard, viewing death within a worthy cause or group as far superior to the anxiety of isolation. Those who become leaders are often frustrated by their non-insectoid allies' lack of commitment, but as they mature come to understand the different needs of these other species.

Judow[Co7S]

The judow are often thought of as qlippoth-corrupted androids, although the innate immunity of androids to disease makes such an entity impossible. That said, the judow possess ties to both races, many having once been androids or biomorphs transformed by the circumstances of the Qlippoth War. Forged through a combination of magic, psionics, and machinery, the judow are a unique cyborg race whose position and mindset have raised many philosophical queries across Aurin. As beings tailored for specific psychological and spiritual goals rather than physical duties, the programmed through processes of judow have created many controversies about free will and control in a universe shaped by strange powers.



When the first kytons awoke to gaze upon the "sinful" peoples of Aurin, their warpath brought them into conflict with many artificially created races, some of whom were partially mechanical or who had been created with immunity to the qlippoth corruption. Unable to simply corrupt and release these maenads, orcs, or androids, the kytons captured and reconstructed them, oftentimes meshing several beings into a single bio-mechanical body. Using neuroscientific knowledge acquired through their own devices or some unknown patron, the kytons then proceeded to construct the minds of these "judow" (an ancient Cidali word for "masterpiece") to be free of fault. Every judow was stripped of specific functions upon their completion, being neurologically incapable of feeling, thinking, or acting in specific ways which their kyton creator believed to be the root of mortal desire and imperfection.

The goal of fabricating these judow was to create what the kytons viewed as "ideal humans", beings which could exist within the kytons' framework of reality without being considered blasphemous or abominable. Just as humans built androids, constructs, and biomorphs for specific duties, the kytons designed individual judow to embody specific ideals such as humility, loyalty, equality, reason, peace, or justice. However, the kyton's mental modifications have been demonstrated to be purely destructive rather than creative, working by denying behaviors and impulses rather than creating new ones. Judow are implanted with overriding mental imperatives which inhibit certain actions, the need to treat others a certain way overriding even basic fight-or-flight instincts. Some scientists have theorized that certain circumstances can break a judow's conditioning and drive them to act against their imperatives, although no such "deprogrammings" have been confirmed.

The distinct mentalities and ideologies of the judow have created a series of disparate cultures for the judow, each of these "paradigms" dedicated to a certain ideal and denoted by the drive which was "cloven" from them. Despite their divergent traumas and minds, judow of all paradigms are unified by certain common experiences regarding their stigmatization by other creatures and the frustrations of incomplete emotional spectra. That said, paradigms are often critical of each other, going so far as to condemn the teachings or modifications of rival sects as unsalvageable. While some judow are invested in deprogramming, some judow sects have written of ways to further the kyton's pursuit of purity, encouraging their members to embrace their imperatives as guides towards a more righteous and perfect existence.

Judow are often very self-critical, seeking ways to alter their behavior and capabilities constantly and developing intense ascetic regimens to better attune themselves to their specific ideological goal or counteract such drives. Some of these regimens, such as the practice of an altered arcane form known as sin magic, have expanded beyond the judow race. Sometimes, non-judow will seek out tutelage under a judow in the pursuit of some philosophical purpose, although the psychological gulf proves too much for many.

Amidst their lofty ideals and nightmarish origin, the judow tend towards no particular alignment even within paradigms that possess a common mental construction. The imperatives imposed by the kytons often transcend the conventional system of morality, and judow's attempts to rationalize

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around their mental barriers have posed a few fascinating philosophical developments. To many other races, judow come off as indulgent and extreme, their imperatives leading to behaviors and conclusions which are viewed as equally dangerous to those kyton "blasphemies" the judow were built to avoid. No one judow is commonly agreed to have achieved perfection, and this has disheartened some judow who still strive to realize their imperatives.

Judow typically adhere to vindictive and morally discreet ideologies, and some find themselves serving the kytons (not always wittingly). They often believe that experience is a greater teacher than the words of their creators, and so judow pursue different careers and lifestyles across Aurin. There are many prevailing stereotypes about judow being naturally subservient and inhumanly devoted, although this means they are not usually met with the same open hostility that drow, duergar, and other corrupted beings face.

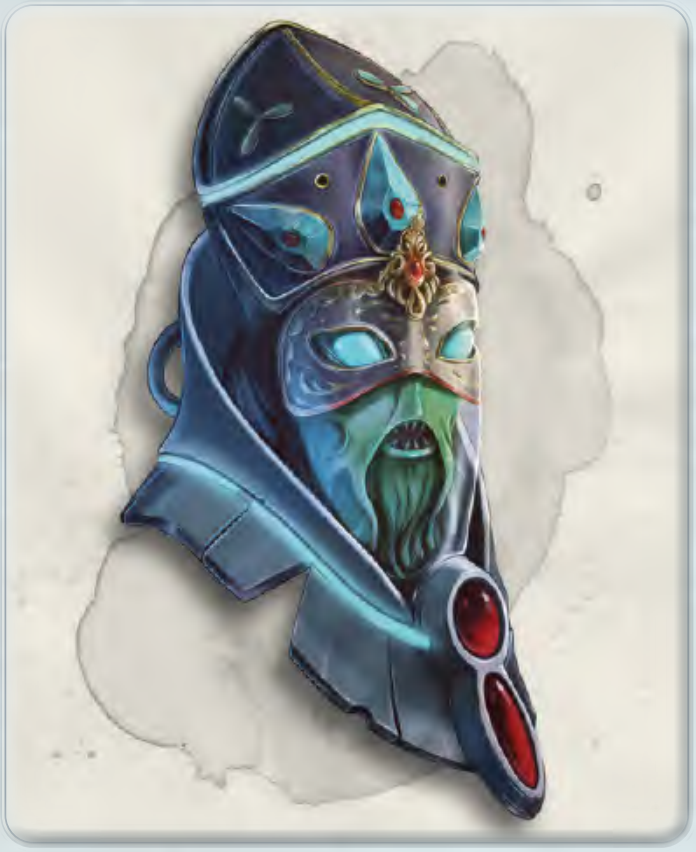
Kalo[APC]

It is unknown whether the dragons or the Outer Lords created the kalo of Zelen, and theories exist that other races such as the aboleths or some more alien beings might have had a role in their genesis. Perhaps the kalo have no creator, emerging naturally in the oceans of their world. The kalo are least certain of all about their origins, as they have taken extreme measures in order to flee from whatever history they possess. Despite their great age and well-developed magical traditions, the water-dwelling species views the very concept of legacy as a great anathema, taking steps to assure that fame and tradition are neither fostered nor preserved among them.

Kalo are distinguished by their scaly green skin, bulging blue eyes, and pronounced lips which often resemble jowls or even full beards. Spiny fins run down their backs to their webbed hand and toes, each possessing three long fingers. In water, kalo can extend body-length "wings" from their arms which allow them to deftly maneuver through torrential waves. Though not always comfortable on land, kalo bodies are muscular enough to walk normally outside of water.

Although a kalo cannot describe their history to others, most are more than happy to share their views on other subjects. The kalo of modern day are outspoken, passionate, and observant, keen to point out the faults of anything or anyone around them. This engaged outlook makes for a culture full of vivid art, impassioned perspectives, and torrid rhetoric, displays of which often overwhelm non-kalo with their rawness. From the kalo's viewpoint, most other creatures are needlessly repressed in their expression. Perceived unwillingness to fully speak one's mind is taken as a sign of cowardice to a kalo. Although kalo are perfectly capable of lying or acting against their views, their culture views such deception as a transgression against oneself and one's authentic engagement with the world.

The discerning mindset of the kalo lends itself well to both science and magic, a tendency towards scrutiny and perfectionism yielding many unique developments. kalo-



designed hydroelectric generators, superconductive structures, and genetically engineered coral "alloys" have quickly spread across Aurin, as have the spells the sea-dwelling people created to protect their underwater cities against tectonic forces. The race's general mastery over these concepts indicates a long history of utilizing both magic and technology, although the processes of how these concepts were discovered have been cast out of kalo history. What matters to the kalo is not who theorized what idea or even when it was invented, only how it works and what it can do presently. For this reason, technological and magical studies are the closest thing to survivors of the culture's ideological purges.

These purges are referred to by the kalo as "exfoliations" and occur once every solar orbit of Hakun (or about once every 13 Vandaran years). On these monumental days, the kalo work to destroy all artistic, philosophical, or otherwise ideological work that they have created, casting their statues, texts, songs, and other masterworks deep into space or into the depths of Zelen. Only proven scientific facts, now divorced from the context of their discoveries, are preserved. The intention behind this ritual is to eliminate the taint of legacy from the kalo mindset so that they may better view existence as it truly is. Rather than horrified, most kalo are relieved by this process, oftentimes amplifying its effects by magically wiping their memories during an exfoliation.

Although nobody is killed in an exfoliation, the cultural makeup of the kalo is often shifted dramatically in the process, with artists and scholars taking the opportunity to pursue

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new avenues of thought or to redefine themselves creatively. Purged works are quite valuable among certain collectors of other races, some of whom seek to preserve or reconstruct the kalo's history. Most kalo view participation in exfoliation as an honorable and exciting tradition, but those who choose to preserve their older creations or smuggle out others' are punished harshly by others of their kind. Zelen imposes criminal penalties on such renegades, while kalo militias have been reported as pursuing and killing those they view as too attached to the past. It is unknown when or how this tradition began, although some speculate about a painful history which the kalo have gone to extreme measures to avoid repeating.

Outside of enforcing exfoliations, kalo cultures seem to possess a strong distaste for conflict. Amidst endless alliance proposals and invasions during the Bleeding Moons War, the kalo remained neutral, defending their territories on Zelen but never committing even a single soldier to any empire. This pacifism extends to individuals as well, and while kalo offer little restraint with their words they harshly condemn those who turn to physical blows and even some who fight in self-defense. Kalo who do fight tend to do so through supportive roles, but if pushed to violence favor swift and efficient methods of killing. "Waste no time wearing a broken shell," is a common saying among kalo combatants, displaying how they wish to minimize their time in battle whenever possible.

Kalo often adventure for selfish reasons, acquiring wealth or simply experiencing what the larger universe has to offer. Those who do feel some kind of duty to Zelen or their fellow kalo typically see this obligation as being fulfilled through respect for exfoliation and tend not to go out of their way to fight for their people. These traditionalists often defend the interests of the kalo people as a whole, acting as diplomats or agents of various ocean-cities on an interplanetary stage. Some kalo commit themselves to correcting some system-scale scientific or social issue that they find inexcusable, although these "influencers" are often undermined by a sense of condescension and a mistrust of other races. Common to many kalo adventurers is a disregard for legacy and a minimal fear of death; the kalo's culture of transience instills within them a commitment to their present life above all else.

Lashunta[PotS]

The lashunta were seemingly the last intelligent creatures to be created by the Outer Lords, which in their view makes them the clearest expression of their creators' vision and the stewards of the Aurin system until the Makers' eventual return. The name lashunta translates to "the most worthy", and this title is typically how they refer to themselves among other peoples. Developing on the moon of Kawe, the first lashunta were privy to many of their creators' machinations, this closeness leading them to believe that their race would carry a pivotal role in the war with the dragons.

However, despite many of them being trained by the Outer Lords in magic, psionics, and warfare, this first generation of lashunta never saw combat. The Outer Lords abandoned Aurin before the lashunta could be deployed, giving the lashunta no information on this act. The created people were abandoned on their moon, surrounded by countless magical and mechanical relics which now shared the people's lack of purpose.

Physically, the Damaya Lashunta ("Damaya" translating to "first") are very similar to angular humans. They possess a rainbow of hair and eye colors, which may be a product of magic, genetic tinkering, or the Outer Lords' original designs. The race's variety of facial markings are also of mysterious origins, with the prevailing theory being that they were originally designed to represent a lashunta's designated military position (although no ranking system has been agreed upon). Their most distinctive feature, however, is their antennae, which allow them to communicate telepathically with nearby creatures.

This telepathy operates by pulling key words, images, and ideas from the minds of nearby targets and can be resisted by those who are aware of it, making offensive use of this ability difficult. Removing the antennae will actually stop a lashunta's telepathy, a fate which lashunta view as severance from their communities as well as a weakening of their abilities. Lashunta exiles found guilty of great crimes may have their antennae severed as part of their banishment.

For many reasons, the culture of the Damaya Lashunta is quite homogenous across space and time, with little having changed in their mindset since the early generations.

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Telepathy plays a major role in this consistency, with the sensory elements of defining historical events maintaining their impact as they pass from generation to generation. This telepathic communication makes the sharing of ideas quite easy as well, resulting in low interpersonal strife and thus minimal conflict between lashunta. The race shares a common origin which they all remember, making it difficult for revisionists to rally certain lashunta in opposition to each other. Perhaps moreso than all of these, the great cultural emphasis placed by the Damaya Lashunta on patience and personal restraint inhibits challenges to the status quo.

The lashunta venerate the Outer Lords as the great auteurs of Aurin, beings who understood a great deal about the universe and stopped at nothing to impose their will upon it. Following in their creators' example, the lashunta prize technical expertise, dedicating themselves to the pursuit of understanding and the mastery of all that they survey. Community also plays a great role in the lashunta ideology, with ostracization being a horror that no lashunta wishes upon themselves or any other. A lone lashunta is capable, but only as a cohesive whole can the culture hope to emulate the great achievements of their creators.

Many lashunta hope to meet the Outer Lords as equals should they ever return, and their ancestral memory keeps them keenly aware of how much further they must climb to reach such a level of technological and magical mastery. There have been discussions as to potential embellishment of the ancestral memory, and how gradual changes might have compounded over countless generations into a wholly inaccurate or imagined perception of the Outer Lords, but lashunta are often afraid to discuss such a blasphemous idea among their fellows.

The qlippoth corruption had a rather muted effect on the lashunta, to the point where the Damaya still consider the corrupted beings (known as Korasha, or "second") to be their kin. Physically, the Korasha have more compact and dense skeletons than their Damaya counterparts but otherwise change little from their Damaya shape. Whereas the Damaya are patient and methodical, however, the Korasha are often headstrong and ruthless, their minds producing a unique mixture of endorphins which often leaves them eager for conflict and perpetually battle-ready.

Many lashunta believe that the qlippoth are in some way connected to the Outer Lords, and that the qlippoth corruption serves as an activation mechanism for the species' latent combat instincts. Certainly, a few Korasha lashunta have made their names known as brash and aggressive firebrands eager to claim territory and potentially restart the Bleeding Moons War. This interest in future conflict is shared by lashunta of both varieties, as many still view themselves as the rightful owners of Aurin.

Although the lashunta begrudgingly respect the capabilities of other Aurin peoples and are somewhat willing to cooperate with them, few would ever go as far as to say that a non-lashunta could ever be their equal. These "Vehrbir" peoples as regarded by the lashunta as fickle, uncommunicative, and devoid of culture, beings without root or purpose in the universe, doomed to be forgotten or misremembered (the worst fate imaginable for a lashunta). Scaled peoples and dragons are of a rank below even the Vehrbir to the lashunta, beings which actively threaten the lashunta mission of reclamation rather than simply not understanding it.

Despite a certain veneer of courtesy that many lashunta attempt to maintain, many other peoples can feel the cultural contempt and disgust that Damaya and Korasha view as simple fact. Many humans and Shelig peoples believe that there is a great deal to learn from lashunta culture, especially about the Outer Lords, but these individuals are generally regarded as sycophants pandering to an elitist society that would sooner seem them pushed aside or eliminated.

Maenads[UP]

Although the qlippoth hordes inflicted immense damage on Aurin, the disease they carried was what many feared more than death. The idea of permanent changes to their mind and body inflicted upon the masses a fear which the violence of the Bleeding Moons War had never prepared them for. Desperate to find some sort of countermeasure to the qlippoth corruption, a team of Cidali scientists developed a more benign strain of the psionically charged plague, an agent which would emulate the corruption and stave off many of its effects in exchange for minor physical alterations. This treatment process drew creatures from a variety of different worlds and races, each with their own reasons for transformation. Those who were inoculated in this way became known as maenads, psionic entities which dwell somewhere between an Aurin and qlippoth creation.

Study of the qlippoth corruption began not long after the people of Aurin made first contact with the invaders, discovering how their corruption could transform people into entities such as the kytons. Elix, Liruda, and Addoroc all poured great resources into finding treatment for their citizens, although none were able to find a cure for transformation. Two decades of work was sufficient to produce the first maenads, however, and this pre-emptive diminished

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transformation has been considered a viable solution for Vandarans in high-risk environments. Most maenads were human, although plenty of elves, halflings, and other biomorphs have undergone the transformation process.

This metamorphosis requires an intense months-long period of physical, mental, and biological therapy in order to be completed, after which a willing and able participant fully transitions to their new form. If at least one parent is a maenad, the child is always born a maenad, a fact which has made the race's propagation swifter than one might expect. Regardless of ancestry, maenads resemble their original form, albeit with unnaturally pale complexions and impossibly black hair or fur. The most distinctive trait of maenads is the crystalline growths which emerge across their skin, which tend to vary in color based on the most prominent emotions of the individual maenad. Although such crystals can be concealed, they are known to shine when a maenad unleashes a psionic outburst.

Besides the crystalline growths, a maenad's outbursts are the most obviously alien element of their transformation. Every maenad possesses the ability to voluntarily suppress all higher brain function, entering an "inner rage" which can override their physical needs when manually activated. This surge of strength is known as a psionic outburst, during which the reasoning capabilities of a maenad drop noticeably. Though this ability is typically used in combat, many maenads enjoy period private outbursts as stress relief. Young maenads oftentimes lapse into their outburst state, but most have developed mechanisms for controlling these outbursts by the time they reach adulthood.

Nonetheless, the fear around outbursts has stopped many people from transforming, meaning that most current maenads come from maenad parents rather than voluntary modifications. Assisting in a maenad transformation is illegal on most spheres in Aurin, and outbursts carry a stigma which leads to a lot of unwanted attention. When a world-weary maenad uses their outburst, it is a sign that they are taking their circumstances quite seriously.

Outbursts are the first among many reasons why maenads are typically ostracized by Aurin society. Quite a few creatures view the maenads as corruptions of "natural" beauty, many others suspecting that they are contagious or even that they are sleeper agents for the qlippoth. As a result, maenads are viewed with suspicion by many and must often hide their identities to avoid conflict. Most maenads now live on large colony ships which were used to evacuate worlds during the Qlippoth War. It was on these ships that the maenad inoculation was developed, which is why many host a population composed entirely of this single race. The "Void Arks" were designed for long-term sustainability in case they had to carry large sums of people, and so the maenads have repurposed these vessels into floating cities where they can live free of persecution.

As beings who know how to deprive themselves of higher reasoning, maenads often view moderation and reason as cardinal virtues. Even headstrong maenads will typically conduct themselves with a great deal of restraint, evaluating a situation objectively and seeking a well-reasoned solution rather than acting on impulse. Maenads care little for sentiment and cling only to materials and values which they view as immediately necessary. This results in Void Arks being very minimalist in decoration, with much more focus being placed on utility. In spite of their history of mistreatment, many maenads are quite accepting of other creatures, even if such creatures are not interested in transformation. Void Arks are known for accepting refugees and travelers without charge, although some do ask that hostelers earn their keep through work.

Maenad adventurers generally work hard to earn the trust of their companions, oftentimes being surprised that their partners do not always accept them. Rather than wealth or knowledge, most maenad adventurers explore for the thrill of danger and the opportunity to test and improve their abilities. Other maenads venture out into Aurin for more political reasons, seeking to improve the lot of their people through activism. Many maenads retain connections to the Void Ark of their birth, sending back money or crediting their virtues to their upbringing. A few bold maenads try to spread the maenad inoculation to other creatures, the more aggressive of these evangelists fortifying the fears that many hold about the race. A sense of pride is common to maenads of all origins, however, most being glad for their transformation and exceedingly comfortable in their new bodies despite the associations.

Shimreen[APC]

Among the qlippoth-corrupted races, shimreen are perhaps the most unique due to the manner in which they consolidate so many disparate essences into a single species. Aasimar, tieflings, ganzi, fetchlings, and wheeltouched of all types become energy-conductive crystal-skinned shimreen when the corruption overtakes them. Wielding psionic command over their bodies, the shimreen embody the mortal rejection and redefinition of the planes in opposition to the influence of the magical upon the mundane.

As they are formed from many different peoples and planar influences, no consistent form defines the appearance of a shimreen. They might resemble humans, dwarves, tieflings, or any number of other races. What they all have in common is hard crystalline skin with sharp growths replacing

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the hair or fur of their prior kindred. The structure and symmetry of a shimreen's crystals seems to correspond with their prior planar influence, with those affiliated with the elemental planes bearing isometric lattices while aasimar and tieflings are triclinic. It is thought that the descendents of other planes might bear unique crystalline "signatures" corresponding to their origin.

The majority of shimreen in Aurin were transformed from Tauruni tieflings, although Melesp hosts a large population of shimreen descended from Halken wheeltouched. It is nearly impossible to distinguish a shimreen's original race, as the race's variable coloration, physical features, overall appearance is seemingly not affected by the creature's former origin. The crystalized body of a shimreen seems to be the result of stagnated extraplanar forces, the energies of foreign planes losing its power as it takes solid form. The convergence of multiple races into one confused many scholars and has led to numerous theories about how the qlippoth corruption interacts with planar magic.

Although this phenomenon is localized to the shimreen's body, wheeltouched and other outsider-descended peoples have displayed an immense distaste for the beings they view as a gross rejection of the outer planes' gifts. This distaste is even more profound among exemplar outsiders such as angels, devils, and demons, although these beings try not to let such feelings cloud their missions. Shimreen have often been exiled from Melesp and the Orebelt, finding company in a variety of other locations. Some theories postulate that this anathema held by outsiders may be rooted in the shimreen's resemblance to beings which existed prior to the planes which modern outsiders still possess some ancestral grudge against.

The uniquely potent physiology of the shimreen has been the topic of a great deal of debate and research, as it exhibits properties fascinating to planar scholars. A shimreen's living-crystal body naturally absorbs and redirect various types of energy, a process that the shimreen is capable of regulating and controlling. The race also possesses a degree of innate shape-shifting ability, able to twist any part of their body into crystalline weapons. Some optimistic scientists speak of reverse-engineering the shimreen's biology to build great living crystal computers, weapons, engines, and other machines which could revolutionize technology across Aurin. Elicit experiments in this field have made shimreen body parts a valuable black-market commodity.

Although many shimreen are capable of using magic, very few of them actually do. In an inversion of tiefling and wheeltouched affinities for eldritch arts, shimreen seem to have a physical rejection response to magic, feeling its presence as unpleasant and even nauseating. This reaction extends into a cultural distaste for magic as well, and shimreen have a particular dislike for planar and alignment-based magic. Their anathema to magic tends to result in self-isolation, many of them eking out existences in remote locations. Urban shimreen do exist, however, begrudgingly tolerating the arcana around them or creating magic-free enclaves for their own operations. Many shimreen have an affinity for psionics, however, seeing the technical and procedural elements of the art as more in line with their bodies and worldview. Shimreen solarians are also common, the philosophy of grand harmonization attracting those who view moral pursuits as comparatively fleeting.

Shimreen adventurers travel in search of knowledge, belonging, riches, and a wide variety of other reasons, mostly indifferent to the disdain and fear directed at them. Many shimreen are scholarly individuals, studying and recording the world around them even if their vocation does not demand such scrutiny. Many shimreen enjoy experimenting with their abilities and finding new uses for existing tools or abilities, a trait which gets them killed just as often as it saves them from disaster.

Shirren[APC]

On an expedition to the furthest planet of Aurin, Cidali explorers discovered the remains of an ancient civilization unlike any other in the system. Uncovered from beneath roiling sands were strange buildings and objects which utilized unknown technologies, some of which may even date back to before the time of the Makers' War. The most surprising discovery, however, were the genetic samples uncovered amidst the wreckage, traces of biological material from a long-dead race. These samples were taken back to Addoroc and reconstructed through a combination of technology and magic, producing the first generation of insectoid humanoids known as the shirren.

Shirren can most easily be compared to grasshoppers in their appearance, with long carapaced bodies, sensitive antennae, mandibled mouths, and compound eyes. Two powerful legs prop the shirren upright while two elongated forelimbs serving as hands, with the remaining weaker pair of arms typically remaining concealed. Though most shirren possess wings, these structures tend to be mostly ornamental, as Cidali genetic engineers were unable to make such limbs function alongside a more humanoid brain.

While most Cidali biomorphs are designed for a specific purpose, the shirren have not undergone any of the extensive optimizations that their sibling races like the dwarves and faunic have received. This is in part because Cidali scientists wanted to observe the race as it originally was and also because they do not understand the creatures well enough to effectively manipulate their genomes. Even expert biologists can do little more than speculate about the original purposes of the shirren's telepathy, natural social acuity, and overall anthropomorphism.

Shirren were tightly controlled in the days before the Sundering, with Cidali scientists maintaining a number of quarantined "enclaves" across Addoroc which could be remotely observed to study the shirren's development. At first, these enclaves were conducted without outside interference, with scientists wanting to see how the race

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naturally lived. It was only a matter of time before some enclaves were compromised, the scientists or their associates introducing certain shirren to the modern solar system and the Cidali values of reason, loyalty, and personal excellence. Other enclaves, meanwhile, remained sealed, experiments and observations continuing until either the scientists abandoned them or the shirren broke free.

The Qlippoth War led to the creation of additional shirren enclaves, many of whom were brutally experimented upon in the hopes that their alien genetics could be used to discern some weakness or connection to the qlippoth. The only fruits of such endeavors were horror on the part of other shirren, many of whom turned on the Cidali or fought to free their brethren from the enclave system. A sizable quantity of shirren fled to Elix, Zelen, Liruda, and the Orebelt, finding company among the Empire's many other dissenters. A number remained loyal to Cidalac, however, carrying on its legacy with greater commitment than many of the remaining Cidali humans. The teachings of their captors were effectively all that they knew, and for whatever reason the shirren loyalists found comfort in this familiarity.

Shirren possess extensive lifespans, the majority of adults being old enough to recall life in the enclaves. This insular upbringing has instilled in many a great fascination with the many diverse cultures, vistas, and histories of Aurin. Having learned to subsist in small communities, the shirren excel at cooperation and can use their emotion-based telepathy to supplement these skills. Quite a few younger shirren possess akashic or psionic augmentations, which they view as either unsavory relics of their captivity or powerful implements for forging their own destiny. Rare among the shirren are those who call themselves Scions, beings who wish to understand the lost progenitor race whose genes they share.

As beings with neither a clear origin nor a clear purpose, shirren often take up the wayward life of adventuring in order to find some meaning in their existence. Their alien nature and tendencies toward instilled loyalties means that the shirren face a great deal of prejudice even from other marginalized peoples, creating a jaded perception that can counteract their curious and trusting nature. Although they strongly value teamwork, most shirren take pride in their individual autonomy and relish in the capacity to shape their own futures.

Other Races of Aurin

Vandaran Races

No one world has influenced the Aurin system more than Vandara, with the miraculous planet's denizens spreading all across the system. Gnomes, tieflings[ARG], elves, wheeltouched, and every other variety of Vandaran people can be found in a variety of locales across most spheres, be they residents or travelers. None of these races are as prolific as the humans, who remain the most populous species of intelligent creatures in Aurin despite the immense casualties suffered during the

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Bleeding Moons and Qlippoth Wars. Many Vandaran peoples are still divided along the political and cultural gaps that drove the Bleeding Moons War, holding to a Cidali, Tauruni, Estarian, or Halken identity despite these empires having effectively vanished. The premise of a singular Aurinite or Vandaran identity is lost on most of them.

Biomorphs

The Cidali created many artificial races to fulfill various military and labor purposes, with dwarves and orcs being the most common. However, over a century of experimentation has produced an endless variety of unique biomorph races designed for specific utilities or simply as aesthetic experiments. Most of these biomorphs fall under the umbrella of faunics, beings which resemble anthropomorphic animals. Ratfolk[ARG], kitsune[ARG], gamla[AM], and catfolk[AM] are some of the most well-known faunic, but countless other varieties exist across Elix, Liruda, and the rest of Aurin. Plant-based biomorphs such as ghoran[UW] have also been developed by the elves of Jalloth, and these new entities are generally grouped together as florics. Although akashic implants and upgrades are not as universal as they once were, quite a few biomorphs still possess cybernetic enhancements that provide a flexible source of power.

Scaled Peoples

On Vandara, the cycle of the scaled peoples was comparatively simple and well-known: one of four types of gherigo reincarnated into serpentfolk and eventually into progressively more developed types of naga. In the strange and diverse environments of the Aurin system, however, this process has changed dramatically. Izalgunn, ilthisarians, ikeshti, and sazaron are just a few of the reptilian beings which can hatch across Aurin, many of whom have come together on the moon of Xial. The process of reincarnation remains a constant among these more diverse races, although it is much more erratic than on Vandara; a vesk could be reborn as an ilthisarian, a serpentfolk as an ophiduan[UP], or an ikeshti as something more monstrous such as a saurian[B6] or even a hydra. Some scaled people theorize that understanding and mastering this process could eventually lead to their transformation into true dragons, although such instances lie squarely within the realms of myth and conjecture.

Shelig Peoples

The chaotic world of Shelig endured a great deal of abuse during the Makers' War, and the haphazard experimental races left behind by the Outer Lords have developed or mutated into countless forms in the ages since. Some, such as the xeph[UP], elebrians, damai, verthani, rhyphorians, and brakim maintain an appearance somewhat similar to the lashunta and Humans of other worlds. Others, such as the draelik, dirindi, maraquoi, kasatha[PotS], and shobhad[B4] have left behind many of the typical structures of humanoid biology, becoming unique entities adapted to equally unique environments. Many of these races may have emerged in more recent decades as a result of the qlippoth corruption, but the sheer absurdity of many of Shelig's children makes it nigh-impossible to pick out corrupted communities. The Shelig peoples are stigmatized by the other people of Aurin as uncooperative and violent, often because these alien groups have proven fiercely protective of their homeland.

Zelen Peoples

Much like Shelig, the ocean moon of Zelen was once a base for the Outer Lords, a place where they engineered a wide variety of creatures to be deployed in ocean warfare on Vandara. Countless variations of sea life, many of them intelligent, were born and have thrived on this sphere, with notable examples including the kalo[APC], the cephalume[APC], the ijtikri, the scyphozoan, the woioko, and the wrikreechee. Some may have been encountered or recruited during the Bleeding Moons War, while others may be making contact with modern Aurin civilizations for the first time. Some of the Zelen peoples have ancient cultures and relationships which extend back to the Makers' War, with a few legends delving back even further to a time before even the dragons.

Qlippoth-Corrupted Peoples

The disease known as qlippoth corruption moved with the qlippoth through Aurin, infecting many on contact and bestowing strange new forms and abilities on all those it touched. Death is a rare outcome for the afflicted, who more typically rise from their comas with dramatically altered bodies and minds. Elves become drow[ARG], dwarves become duergar[UP], halflings become wayangs[ARG], and various other creatures transform into psionic entities. Although attempts have been made to quarantine the disease, the psychoportation abilities of the qlippoth and the unexpected tenacity of many corrupted creatures have made such measures immensely difficult. Most every race in Aurin is affected by the qlippoth corruption in some manner, developing a distinct new form. Scientists have cataloged numerous varieties of qlippoth-corrupted creatures, although there is always the potential for new discoveries.

Monsters of Aurin

Aeons[B2]

Although their existence has long been known, few spellcasters have communicated with the inhuman and immensely intelligent outsiders known as the aeons. Though powerful, these beings have always been viewed with suspicion due to the intellectual distance they maintain. Although most outsiders exploit periods of bound service to establish centuries-long or even millennia-long plots across Aurin, the inscrutable and sometimes contradictory

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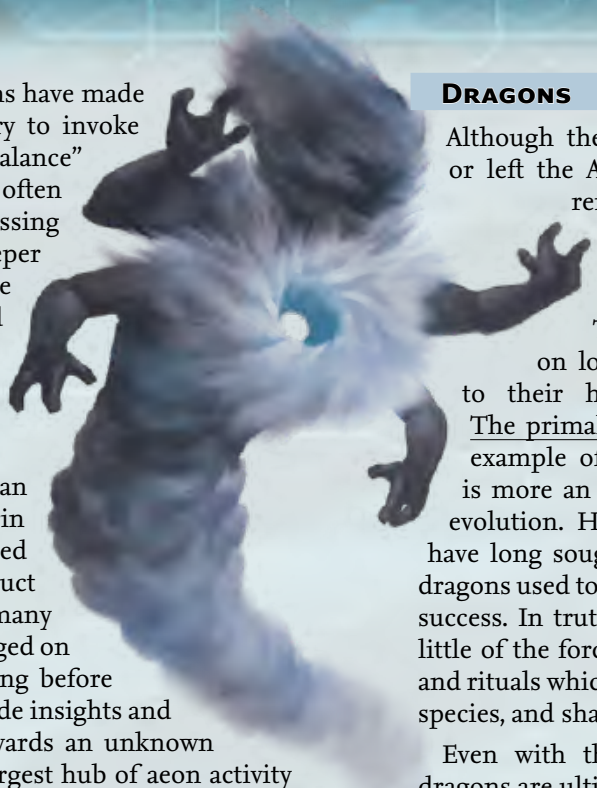
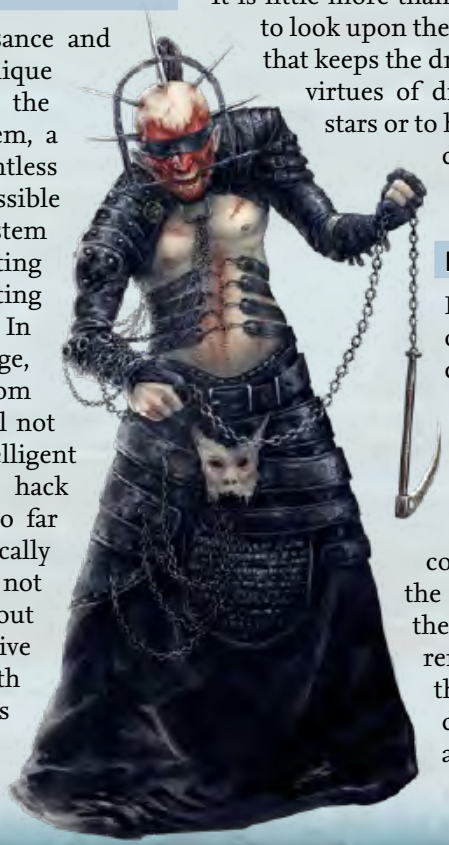
facets of aeon machinations have made spellcasters especially wary to invoke their aid. Concepts of "balance" and "moderation" have often come up when discussing aeon motivations, but deeper inspection into these outsiders' actions have led the most learned scholars to conclude that such ideas are little more than mortal projections.



The aeons have seen an increased presence in Aurin since the Vandarans reached space, but this is not a product of mortal magics. Rather, many of the outsiders have emerged on their own accord, appearing before influential figures to provide insights and guide their endeavors towards an unknown goal. The Orebelt is the largest hub of aeon activity in Aurin, with dedication to these neutral outsiders having supplanted the diabolist faith of the region's Tauruni settlers. Aeons have also been instrumental in the training of Solarians, a unique type of mage-soldiers who draw from disparate energies in a fluid style of combat. Although they are not usually fighters themselves, a number of aeon military regiments have take up patrolling the Orebelt, perhaps preparing for a conflict which threatens the region.

Anacites*

Created by the Outer Lords as reconnaissance and utility drones, the anacites were given the unique ability to understand and improve upon the hardware and software that composed them, a gift that has allowed them to take on countless forms and adapt themselves to every possible environment in Aurin. Anywhere in the system one travels, anacites can be found harvesting materials, erecting structures, or conducting research on some cosmic phenomenon. In spite of their prevalence and immense age, there is little information to be gleaned from the anacites, as these ancient constructs will not even acknowledge the presence of other intelligent creatures most of the time. Attempts to hack into anacites to probe their secrets have so far proven unsuccessful, as the complex, psionically augmented code used to create them has not yet been deciphered. What can be said about the anacites is that they are fiercely protective of certain Outer Lord relics, responding with extreme aggression whenever such structures are approached by other beings.



Dragons

Although the vast majority of dragons either perished or left the Aurin system long ago, a small population remains behind. Most of these gathered on Vandara and were entrapped by the Silicon Barrier, but dragons of various sorts can still be encountered across the Aurin system. The type of dragon varies heavily based on location, as many dragons long ago adapted to their homeworlds through magical alterations. The primal dragons[B2] of Melesp are the most prolific example of this process, which many mages suspect is more an engineered process than a natural form of evolution. Humans, scaled peoples, and lashunta alike have long sought the powerful magics which the ancient dragons used to enable these transformations, none with any success. In truth, even the oldest of Aurin's dragons know little of the forces invoked by their predecessors, the spells and rituals which allowed them to travel the stars, create new species, and shape entire planets into existence.

Even with their immense power, age, and capability, dragons are ultimately helpless in the cosmic scheme, many lacking even the ability to leave the planetoid of their birth. What magical secrets they possess they hoard as greedily as their wealth, fearing the day when the beings their ancestors created would surpass and potentially destroy them. Some dragons lord over what domains they can while others retreat to obscure places to live alone, but most every dragon is keenly aware that their people's time in Aurin is coming to an end. Perhaps the greatest tragedy of all is that the dragons have the capacity to join with the societies that now control Aurin. It is little more than their own pride and an unwillingness to look upon the younger races as anything but servants, that keeps the dragons on the fringes of the system. The virtues of dragonkind have long been lost to the stars or to history, leaving behind a feeble remnant determined to crush the occasional interloper underfoot.

Kytons/Velstracs[B3]

Humans were the most numerous race of Aurin to be afflicted with the qlippoth corruption, their transformation being the most dramatic and thorough of all beings. Superficially, the corrupted humans known as kytons appeared unchanged, possessing a body that very much resembled their pre-corruption form. Internally, however, the psionic awakening of the kytons warps them such that none of their original self remains. Kytons (or velstracs, as they call themselves) possess an overwhelming drive to eliminate all structures, beings, and ideologies their new psionic senses

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register as "unclean", endlessly pursuing those they view as "sinful" and mutilating them in a futile endeavor to purge their victims of their impurities.

What exactly these sins are is a secret known only to the kytons, although they typically respond to such questioning by insisting that all beings should already know of their wrongs against existence. The kytons are least merciful of all towards themselves, which is why they surgically reconfigure their minds and bodies in countless agonizing ways so as to expunge the elements they deem unclean. Whether any kyton has ever purged a creature of sin remains unknown, but the fruits of their labor have created a wide range of kyton types across Aurin (some of which were never human to begin with). Some rumors persist that the mind-ravaging gaze of kytons is a force that cuts both ways, the kyton physiology becoming adversely affected by the presence of non-kytons and this pain transmitting itself into a grotesque perception of "sin". In spite of their apparent hatred for all intelligent life, kytons are very social with their own kind, viewing their painful cleansing as a shared endeavor. Although kytons are innately psionic when born, a few neglect their psionic abilities and eventually remove the psionic portions of their brain and body through surgery, preferring to utilize the magical energies of various planes to accomplish their goals.

Letztermenschen*

While the Outer Lords left the Aurin system long ago, no such exodus is ever truly complete. Some beings, be they deserters, dejects, or simply the unfortunate, remained behind while their people fled. These Outer Lords who remained behind have fallen quite far from the technological and magical expertise that race once possessed, however, and as a result have been given a new title by the dragons and lashunta alike: the letztermenschen. Never aging nor falling ill, these letztermenschen have isolated themselves in remote corners of Aurin, using their still-impressive psionic abilities to seize control of and imprison any beings that seek them out.

In spite of their great age and capabilities, the letztermenschen have little to offer to scholars or treasure hunters, often acting erratically and babbling incoherently in a broken mix of Aklo and Draconic about incomprehensible events hardly remembered. Attempts to magically or psionically probe their memories simply result in jumbled chaos and blank spaces, as if the letztermensch had undergone extensive damage to its mind beyond the simple ravages of time. Who inflicted this damage is a topic of great speculation among scholars, with candidates including the Outer Lords, the dragons, the aboleths, or even the letztermenschen themselves.

Living Idols[ACS]

Living Idols, outsiders bound to the material plane and empowered by worship, occupy a powerful place in many Aurin communities. Most often, these entities were bound to the material plane long ago by the dragons or Outer Lords, although certain mages have figured out how to recreate the process in the ages since. Groups who cannot draw sufficient power from omphaloi often turn to the worship of living idols, the miracles provided by these entities fulfilling at least some of the roles that divine magic carries in modern Aurin. Despite the powers yielded from mortal veneration, the process of becoming a living idol is rarely undertaken willingly by outsiders.

Once an outsider assumes the role of a living idol, they are unable to leave the material plane and oftentimes incapable of ever returning to their home plane, a fate too horrible for most to comprehend. The process of transforming a living idol back into a full extraplanar outsider is long and difficult to the point where such endeavors are rarely worthwhile, although outsiders tend to feel enough sympathy towards their entrapped brethren to hunt down and kill whoever was responsible for entrapping them. Archons have even put themselves on the line to punish demon-trapping spellcasters, as the knowledge of how to create living idols is a clear and present danger to outsiders of all types (save for the aeons, who are somehow immune).

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Qlippoth*

Even after eighty Vandaran years of conflict, the qlippoth remain a powerful mystery to those of Aurin. What is known is that they emerged from the Iterlight, they speak to each other in the Aklo tongue of the Outer Lords, they possess incredibly numbers and psionic abilities, they carry a potent disease which overwhelms a being with psionic enhancements, and they have carved a warpath across Aurin to reach the world of Vandara. The Silicon Barrier around the planet has left the race's ultimate machinations for the world a mystery, and the stagnation of the qlippoth forces in the wake of this incident have only raised more questions. Moons and even entire planets were ransacked, seized, and warped by the qlippoth over their ten-year warpath across the Aurin system, but these attacks subsided completely when their targeted world was sealed off.

The qlippoth still exist across Aurin and will defend territory which they have claimed for themselves (a curious habit, because they display no need to eat and do not fight with other qlippoth), but do not seek out conflict as they once did. There are a number of theories as to where the qlippoth came from and what they ultimately intend to do, many of these theories connecting back to the Outer Lords and their role in the Makers' War. Quite a few scholars suspect that the qlippoth corruption was engineered by the Outer Lords and may have been deployed during the fight with the dragons (which would explain why Vandara is an anathema to kytons). If this is the case, what could have been the qlippoth's original form? What might their presence, assault, and subsequent malaise say about how the Outer Lords view or viewed Vandara? Are the qlippoth finished with the Aurin system, or are they simply waiting for some command from within the sealed world or beyond the Iterlight?

Other Monsters

The Makers' War left behind beings of endless variety across Aurin, and these creatures can be found in enclaves across the system. Most of these, once used as soldiers by the dragons and Outer Lords, have adapted into distinct ecological niches or societies. Still others have been warped by the energies of the qlippoth or some other unusual force, taking on strange and dangerous forms that threaten their environments. Most mysterious and rare of all, however, are the creatures said to have come from outside the Aurin system: ancient, hyper-intelligent, or else very powerful beings from the extrasolar expanse who have arrived in the system for reasons unknown.

Planets Of Aurin

The Aurin system contains nine planets in total, not all of which have been settled or even explored. In addition to these planets, numerous moons also exist across the Aurin system, many of these having proved more hospitable than the gas giants they orbit. Although none of these spheres were initially habitable, extensive terraforming efforts by the dragons, Outer

Lords, lashunta, and Vandarans have managed to fabricate sustainable atmospheres or at the very least self-sustaining colonies on any domain with terra firma. Such efforts have created a common atmospheric composition across Aurin worlds, enabling creatures to move between inhabited planets and moons with minimal concern. Gravity is a trickier adversary, however, and many spheres possess light gravity which individuals must learn to navigate their whole lives.

Length of a Day

Not all planets or moons rotate at the same rate, resulting in them having variable rates of "day" and "night" depending on a number of certain circumstances. In some cases, tidal locks or extreme shifts over the course of a year make the concept of a day on a specific sphere difficult to identify. Generally, a standard "day" in Aurin is 24 hours, a result of broad Vandaran influence across the system and a convenient benchmark for timekeeping between spheres.

Gravity Standardization

If an adventure takes place mostly or entirely upon a light-gravity sphere, it may be easier for some GMs to tweak the setting so that effective gravity is standardized across all worlds or characters are acclimated enough to treat light gravity worlds as normal-gravity worlds (in which case they would treat normal-gravity worlds as heavy-gravity worlds should they ever go there).

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Melesp

Pronunciation: meh-LESP
Adjective: Melespi (meh-LESP-ee)
Gravity: Normal
Orbital Period: 84 days

The closest world to the star of Aurin, Melesp was and remains among the most extreme environments in the system. Immense temperature shifts between day and night made the planet inhospitable, but the ancient dragons were desperate enough for additional territory in Aurin that they devised a solution. Portals to the Planes of Earth, Air, Fire, and Water were opened across the planet, overflowing the world with planar energies and transforming the world's entire biosphere into a violent storm of elemental magic. Though inconsistently, these tides of magic were able to offset some of Melesp's environmental hazards, allowing certain colonies of dragons to inhabit the world.

Ages later, the Halken peoples of Vandara came to Melesp, their skill with elemental magic enabling them to create settlements and even nations across the blasted world. Recruiting genies and elementals from the world as well as from the planes, a number of wheeltouched nobles have developed their settlements into elementally associated kingdoms, the most powerful of these often commanded by suli who control domains of multiple elemental affinities. The dragons of Melesp have not taken kindly to these intruders, and the closest world is among the only location in Aurin where humans actively war with the Makers. The vast majority of Halken-descended Melespi are elemental wheeltouched of some inclination, a consequence of the world's sizeable genie population as well as the long-term transformative effects of the world's planar magic.

Shelig

Pronunciation: SHEH-lig
Adjective: Shelig (SHEH-lig)
Gravity: Normal
Orbital Period: 240 days

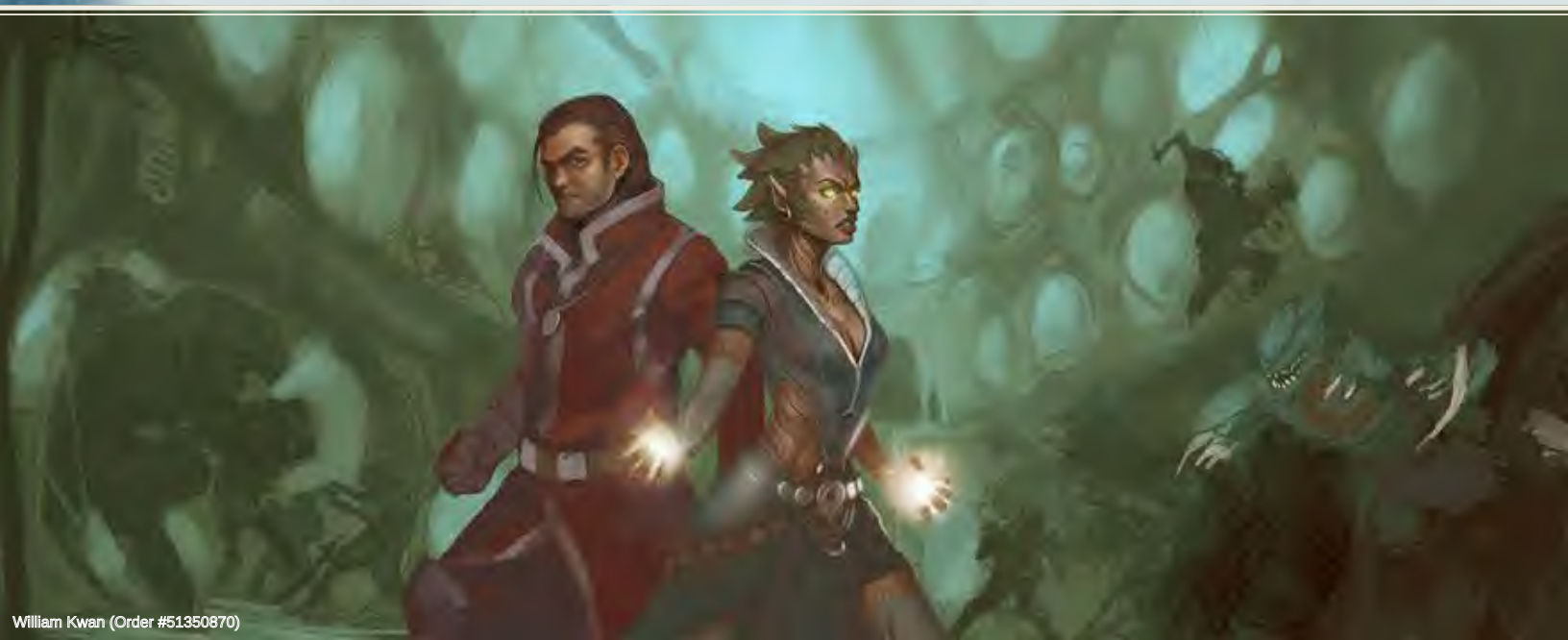
The planet of Shelig was the first to be claimed by the Outer Lords during the Makers' War, and it served as a manufacturing facility and research base for many of their creations over the course of the conflict. The surface was used to test every variety of munition, disease, and bomb while the lower recesses became webbed with endless construction facilities, laboratories, and simulated environments for biological creations. Many of these mechanisms failed millennia ago, allowing for countless experimental creatures to escape and explore the immensely deadly ruins.

With few resources and copious competition, these Shelig peoples established small tribes across the planet, often battling with each other for whatever clean water, safe air, or usable technologies could be scavenged from the maze of desolation their creators left behind. The fortitude, plenitude, and militance of these countless groups is a significant reason as to why none of the five empires has ever established a permanent holding on the world, although the promise of ancient technologies and magics drives armed expeditions to Shelig from all over Aurin.

Cenum (Moon)

Pronunciation: KAY-noom
Adjective: Cenum (KAY-noom)
Orbital Period: 24 days

Although it is very difficult to observe, the near-microscopic black hole of Cenum has orbited the world of Shelig since the days of the Makers' War and contributed to the world's desolate climate. Said to have been the byproduct of an immensely powerful gravity-manipulation weapon created by the Outer Lords but used only in this instance, Cenum remained an unknown to the Shelig peoples and to Aurin at large until a Halken battleship of the same name was consumed by the singularity during the Bleeding Moons War. Since then, ships have maneuvered even more carefully around the blasted planet and scholars have come to worry about the black hole's potential growth should some future catastrophe feed it.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Vandara

Pronunciation: van-DAH-ruh
Adjective: Vandaran (van-DAH-rehn)
Gravity: Normal
Orbital Period: 365 days

The youngest of Aurin's planets, Vandara was created by the ancient dragons from magic and materials drawn from throughout the multiverse. Bound together using a complex network of ethereal magic known as the Convictus, Vandara was designed as a paradise world, covered with gleaming oceans and fertile lands upon which the dragons would build a new home as they studied the powers of the Iterlight. The Outer Lords had similar aims on the Iterlight, and seeing Vandara as the seat of draconic power waged war for control of the precious world. Born out of this conflict were an endless variety of strange and powerful beings, with humankind and its creations eventually securing dominion over the world.

For many decades now, the world of Vandara has been severed from the rest of the universe, trapped within an impassable barrier of magically charged wreckage which has sealed it from all divinations or travel. As this world contained the capitals of each of their empires, the scattered remnants of Halkenir, Taurun, Cidalac, and Estaria have all committed immense resources over these last 70 years to try and break this quarantine by might, magic, and technology. These efforts have all proven futile, with any hopes of Vandara's freedom being little more than the speculation of fanatics at this point. Much of Aurin has moved on, accepting that Vandara's fate is simply out of their grasp.

Vigilus (Moon)

Pronunciation: VIH-jil-us
Adjective: Vigilus (VIH-jil-us)
Gravity: Light
Orbital Period: 29 days

Although Vandara was not constructed with a moon of its own, the Outer Lord globeship of Vigilus has filled that role in the millennia since its arrival in Aurin. The spherical vessel was one of several megastructures in which the Outer Lords traveled between star systems and one of two in the Aurin system to survive the conflict mostly intact. Although it has been inactive for all of Aurin's living memory, no force in the system has been able to successfully explore the globeship's interior. The Anacites[AA] have protected Vigilus fiercely through the ages, maintaining its energy shields, dimensional seals, and force weaponry which shred any who have attempted to get close. What could lie within the ancient dreadnought is a common subject of speculation and a treasure many would kill to uncover.

Addoroc

Pronunciation: AH-doh-rok
Adjective: Addoroco (AH-doh-rok-oh)
Gravity: Normal
Orbital Period: 434 days

The world of Addoroc was the last sphere that the lashunta were able to effectively terraform before the Vandaran expansions into space halted their endeavors. Addoroc was also the first sphere claimed by the Cidali Empire and the flashpoint of the Bleeding Moons War. As the habitable world with closest proximity to Vandara, this planet became the central battleground for the five-war scramble, just as Vandara once drew the focus of the Makers' War. Control of territories across the planet shifted constantly during the decades of conflict, although the Cidali consistently leveraged their advanced start to secure an advantage.

In the end, it was the qlippoth who ultimately seized Addoroc, their immense force closing in on the planet and reducing every empire's holdings to ruin. The world's proximity to Vandara also made Addoroc the ideal location for the qlippoth's onslaught, and the invaders focused many of their forces upon this contested world during the early years of the war. The qlippoth have held unrivaled dominion over the planet ever since, continuing to defend Addoroc against any reclamation attempts. Treasure hunters seeking lost armaments or historical information still attempt entry to the world from time to time, although not all have lived to reveal their discoveries.

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Herel (Moon)

Pronunciation: HEH-rehl
Adjective: Herel (HEH-rehl)
Gravity: Light
Orbital Period: 28 days

The moon of Herel was much more defensible than the planet of Addoroc, allowing the Cidali Empire to maintain their hold on this sphere throughout the Bleeding Moons War. In time, this moon became a center of industry and society for the Cidali, giving it the nickname of "the empire's crown jewel". The qlippoth invasion of Addoroc put an end to this brief glory, and although the outsiders did not remain long on the world their kyton byproducts quickly seized control of much of the moon. As it once served as the launching ground for the Cidali, Herel has now become the kyton's primary base of operations from which they mount their crusade against the "sinful" creatures of Aurin.

Jalloth

Pronunciation: JAHL-oth
Adjective: Jalloth (JAHL-oth)
Gravity: Normal
Orbital Period: 727 days

Perhaps the greatest success story of lashunta terraforming, Jalloth had been transformed into a verdant paradise capable of hosting endless crop varieties by the time that Vandarans took to the stars. Seeing the immense value in the fertile world, the elves of Estaria focused all of their resources on securing the planet during the Bleeding Moons War, erecting a complex network of plantations which were worked by robot, android, and biomorph servitors. Jalloth became a breadbasket for the entire Aurin system, and it has maintained that role through the Qlippoth War.

Due to its out-of-the-way rotational position, Jalloth was mostly ignored in the invader's march towards Vandara, giving it the moniker of "The Spared World" and amplifying its power in Aurin's economy even further. Although Jalloth has invested in military development on its moon, the elven families who rule the planet have mostly turned their focus inwards, investing their fortunes in bizarre passion projects or complex squabbles against rival lines. All the while, the elves' negligence of enslaved androids, indigenous lashunta, and outcast drow have allowed rebellions to foment, causing many sections of The Spared World to erupt into guerilla warfare as the plutocrats struggle to maintain their hegemony.

Tavos (Moon)

Pronunciation: TAH-vohs
Adjective: Tavi (TAH-vee)
Gravity: Light
Orbital Period: 26 days

While Jalloth was developed as a world of planting and pleasure, its moon stands in stark contrast as an icon of raw

industrial utility. Much of the world is a sprawl of mines, forges, and factories, operated by an immense population of robots and androids who ship their products the world below. The moon lacks even the most basic atmosphere, the lashunta's incomplete life-support developments having been neglected or even stripped away by the Estarians when they turned the sphere entirely towards automated manufacturing. Tavos is the most heated center of android rebellion against their elven overlords, and the battles between different android, robot, and mercenary factions on this moon are rapidly escalating in their destruction.

Orebelt

Pronunciation: OR-belt
Adjective: Orebelt (OR-belt)
Gravity: Inconsequential (Zero Gravity)
Orbital Period: 8 years

Although historical records point to Aurin's great asteroid belt originally being a planet before the Maker's War, the Orebelt has existed as an orbiting field of debris for as long as the peoples of the systems have recorded. The Orebelt's original existence as a planet is evidenced by the wide variety of valuable minerals hidden amongst its remnants, and numerous mining colonies have developed across its expanse to harvest the immense supplies of plutonium, uranium, platinum, adamantine, and other materials which give the Orebelt its name. Dozens of settlements have been

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built on the largest asteroids in the systems, with denizens often hollowing them out to build miniature cities in their interiors. These colonies rely heavily on trade with each other and surrounding spheres, often lacking the resources to sustain themselves independently.

Luseric

Pronunciation: LOO-see-rik

Adjective: Luseric (LOO-see-rik)

The largest and most prosperous of the Orebelt mining colonies, the asteroid of Luseric was claimed by Taurun during the early days of Vandaran space colonization and averted much of the Bleeding Moons War due to its relatively small size and remote location. The beginnings of modern Luseric did not emerge until after the Sundering, when the people of the asteroid no longer had Moloch to guide their society. Gradually shaping a new philosophy built on fulfilling the needs of its denizens, the Independent Commonwealth of Luseric reconstructed its society, transforming the totalitarian infernal order of its parent state into a communal society directed by the populace.

Though it has not sought to expand by force, Luseric has formed a large trade coalition with a number of neighboring asteroids, expanding its influence across a significant portion of the Orebelt. Those charged with defending the coalition have made a number of pacts with the aeons to share their information and power, and a combination of mortal and outsider task forces can be seen across the Orebelt trying to gather information in the name of ensuring Luseric's security. Sympathizers and expatriates from Luseric also make their homes on a number of worlds, giving the small asteroid a deceptive degree of influence.

Svandriik

Pronunciation: SVAN-dreek

Adjective: Svan (SVAN)

Perhaps the only surviving draconic vessel in Aurin, Svandriik is a massive ruined battleship which lashunta explorers found floating in the Orebelt. Made of some manner of magically enhanced stone, the ship is protected by a variety of immensely powerful wards which have so far deterred attempts at looting or exploration. Scholars have noted the variety of powerful magics that seem to fulfill the role of machinery on the vessel, bound outsiders and structures of force replacing the technological mechanisms which would normally be required to operate an interstellar transport of this scale. In spite of these miracles, Svandriik remains nonetheless wrecked beyond repair, existing more as an archaeological curiosity than a potential weapon. Explorers remain keen on probing the vessel's secrets, however, and adventuring parties are known to probe Svandriik's defenses from time to time.

Hakun

Pronunciation: HAH-koon

Adjective: Hakun (HAH-koon)

Gravity: Heavy (Gas Giant)

Orbital Period: 13 years

Hakun is one of three gas giants in Aurin and the largest planet in the system. The endless storms moving across the sphere were said to have been harnessed by the Makers as power sources long ago, although none of the new Empires of Aurin have replicated such feats of engineering or discovered any ruins of such infrastructure. Hakun has earned the nickname of the Godfather World due to its fourteen moons, many of which have become hosts for life and culture throughout the ages.

Elix (Moon)

Pronunciation: EE-liks

Adjective: Elish (EE-lish)

Gravity: Normal

Orbital Period: 3 days

At one point a lashunta colony taken over by Halkenir, Elix has expanded into a metropolitan moon that now hosts much of Aurin's population. Having been mostly ignored by the qlippoth, the cities of Elix became a haven for refugees, and each of the moon's twelve major cities has blossomed into a diverse and complex metropolis with its own makeup and personality. Although the representative Halken government

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still technically holds global power, this institution is often ignored by the population outside of crisis situations. With laws as feebly enforced as they are on Elix, most power typically comes in the form of money, magic, and muscle. The sheer plurality of gangs, warlords, and merchants in most of the major cities renders it difficult for any one group to wield significant power, effectively meaning that any individual can theoretically find a home amidst the chaos. A number of adventurer and mercenary organizations are headquartered on Elix, and their ability to guide powerful individuals make these guilds into influential power brokers.

Kawe (Moon)

Pronunciation: KAH-way
Adjective: Kawe (KAH-way)
Gravity: Normal
Orbital Period: 3 days

In the final years of the Makers' War, after many of their worldships had been destroyed, the moon of Kawe became the largest base of operations for the Outer Lords. Here, they created some of their last artifacts in the Aurin system, most notable among them being the lashunta race. The fertile, wooded moon is covered in Outer Lord ruins and relics, many of which the lashunta have turned to their own uses for industry, terraforming, and eventually warfare. Although the telepathically linked lashunta now control the moon in its entirety, there are numerous facets of the life-rich moon that they do not understand: technologies not yet reverse-engineered and ruins left unexplored under anacite wardenship. A number of these protected sites and several other hubs of Outer Lord technology were destroyed by the qlippoth in precision strikes during their warpath, hinting that the qlippoth knew something about these locations and viewed them as threats.

Liruda (Moon)

Pronunciation: lee-ROO-dah
Adjective: Liru (lee-ROO)
Gravity: Normal
Orbital Period: 9 days

Liruda was the first sphere that the lashunta terraformed in their expansion across the stars, and the imperfections of their first endeavor are clear in the moon's hazardous atmosphere. This high-oxygen atmosphere made the location undesirable to the five Empires, but this also made the world a haven for the Cidali biomorphs who could survive upon it. An army of such specially engineered biomorphs rebelled against the empire during the Qlippoth War to turn the ecologically rich planet into a haven for the created peoples wishing to escape their masters. Over time, many of these biomorphs have created specialized equipment and enclosed atmospheres to allow for the residence of their brethren. Although this process has not been without conflict, the biomorphs have turned much of Liruda into an independent nation where "unnatural" beings such as themselves can find solace from the war and oppression which they have suffered through. These free biomorphs have maintained their use of Cidalac's advanced biotech and have turned much of it towards modifying and creating more of themselves, hoping to engineer sustainable and reproductive biomorph populations across their moon.

Moloss (Moon)

Pronunciation: MOH-lahs
Adjective: Moloss (MOH-lahs)
Gravity: Heavy
Orbital Period: 2 days

Moloss once contained Taurun's most prominent colony, the center of infernal dominion in the expanse of Aurin. When the qlippoth came to Vandara, Moloss was the most important line of defense, a location from which the five empires networked and resupplied their forces to fight off the extrasolar invaders. The qlippoth responded by focusing their assault on Moloss, tearing through the population and structures in their warpath towards Vandara. Desperate to stem the tide, the Tauruni population turned their hopes towards their Infernal masters, hoping that within their endless vaults was a weapon capable of stopping the attacks. Moloch reluctantly deployed a weapon known as the Worldblaze, unleashing a surge of hellfire that swallowed the entire planet and purged any chance of it ever being

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rebuilt. The smoldering wreckage of Moloss has persisted in Aurin's collective memory ever since, and rumors of bizarre hellbound undead wandering its surface have only exacerbated this horror.

Xial (Moon)

Pronunciation: shee-AHL
Adjective: Xial (shee-AHL)
Gravity: Normal
Orbital Period: 5 days

Amongst the scaled peoples of Vandara, Xial was a place spoken of in legend, a draconic stronghold where countless reptilian soldiers were created and trained to fight against the Outer Lords. When the other Vandarans traveled to the stars, many gherigo, serpentfolk, and naga joined up with these expeditions in order to reach this mythical moon. What they found on Xial was the scattered remnants of the dragon's rule: buried ruins and an endless variety of strange reptilian races who had long ago moved on from revering the dragons in favor of their own omphaloi.

Perhaps against the will of the ancient dragons and their own better judgment, many scaled peoples have made pilgrimages to the moon set about reconstructing Xial's draconic past, forcibly mobilizing the many scaled denizens into a unified and militant nation under the rule of the naga. Unlike their brethren on Vandara, the naga of Xial view the humanoids of Aurin as immediate threats to be dealt with. Although as yet incapable of armed conquest, Xial holds the potential to be a threat to nearby worlds if their claims to ancient draconic power or a unified scaled front ever come true.

Zelen (Moon)

Pronunciation: ZEH-len
Adjective: Zelen (ZEH-len)
Gravity: Normal
Orbital Period: 4 days

Zelen is an ocean-covered moon with a rich history, many of its cultures dating back to the Makers' War and possibly to ages before the dragons. Although the lashunta gave up trying to claim the world centuries ago, the Cidali were the first of the Vandaran empires to try and claim the world. Each invader learned in time of the many organized and magically capable cultures which dwell within Zelen's depths, and one by one the foreign empires were driven back to the stars. The idea of an ocean moon is too precious to be dismissed, however, and so conquest attempts have persisted across the planet between the Vandarans and the natives.

In response to repeated attacks, Zelen has formed a confederated planetary government dedicated to coordinating numerous cultures in the name of defense, although not every community has recognized this body's legitimacy. Of Zelen's indigenous forces, the kalo[AA] and the aboleths have emerged as the most prominent threats, the latter having displayed a degree of coordination across the entire Aurin system despite refusing to engage in diplomacy with the other Zelen peoples.

Zior (Moon)

Pronunciation: ZAI-ohr
Adjective: Zior (ZAI-ohr)
Gravity: Heavy
Orbital Period: 4 days

The second of Hakun's ocean moons, Zior's waters are completely covered by a thick ice sheet. Although this would seem to make the world ideal for habitation, the moon's sub-zero temperatures, intense gravity, and raging blizzards have destroyed all surface colonization attempts over the span of months. Despite this, lashunta, Halken, and Cidali researchers have achieved a degree of success by constructing underwater outposts, drilling underneath the ice to explore the ecologically rich waters beneath. A number of new species have been discovered in these underwater excursions, but unknown and coordinated creatures have frequently emerged to destroy survey equipment or even attack the outposts. What these entities and their intentions are is a common subject of speculation, but increased demand for security and promises of wondrous new mysteries have drawn adventurers to the moon.

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Contested Moons

Seven additional moons orbit Hakun, three of which have maintained their lashunta-designed atmospheres well enough to potentially sustain open-air colonies. In these worlds, where the qlippoth continue to persist in small numbers, fighting is constant, with no nation or group having yet secured control over enough territory to claim the sphere as their own. These moons cannot even be said to possess names, for dominion over them changes so often that all but the most diligent historians have lost track of their titles. These unclaimed and unmapped worlds also offer promises of freedom that few other locales in Aurin possess, however, which is why they are a hot commodity for empires, refugees, and prospectors alike.

Farnaque

Pronunciation: far-NAYK
Adjective: Farnaq (far-NAYK)
Gravity: Heavy
Orbital Period: 57 Vandaran years

The many-ringed gas giant of Farnaque represents the outer reaches of Aurin's peoples, the last world whose moons have been colonized by the Vandarans and lashunta. The nine spheres orbiting the planet represent some of the most isolated locations in the solar system, and over the years they have become hotbeds for secretive activity of every sort. The mineral-rich rings of Farnaque have provided ample resources for such endeavors, allowing explorers and conspirators alike to sustain their efforts despite great distance from the other spheres.

Alatoyn

Pronunciation: AWL-ah-TOIN
Adjective: Alat (AWL-aht)
Gravity: Normal
Orbital Period: 685 days

In the years following the Qlippoth War's end, a group of radical adherents to the Makers' Reckoning attempted a violent uprising on the moon of Elix. Calling themselves the Pureformers, this group of humans, lashunta, and Shelig peoples viewed the creation of new biomorph races by humanity as a gross perversion of the Outer Lords' plans for Vandara. These terrorists launched numerous attacks on the elves, dwarves, faunics, and qlippoth-blighted peoples of the planet, growing progressively more organized until a joint effort of many adventurers, governments, and civilian groups took them down.

When the Pureformers were routed, they fled into space, eventually landing on a moon-sized Outer Lord vessel which was thought to be wrecked beyond repair. The Pureformers have established small settlements on the dead globe of Alatoyn; military juntas which occupy areas the structure's Anacites cannot control. The Pureformers do not hesitate to kill any archaeologists who wish to explore Alatoyn, and the anacites have proven equally hostile. The wrecked Outer Lord ship has thus become a great mystery that has amplified the threat of these murderous fanatics.

Critor

Pronunciation: CRIGH-tohr
Adjective: Criton (CRIGH-tohr)
Gravity: Light
Orbital Period: 4 days

The Vandaran nation of Mariton had a long history of seeking Makers' War relics, but the Circle's presence beyond the homeworld was minimal. The Ebon Monastery, a small colony of undead on the barren, airless moon of Critor, is the exception to this, a single waypoint from which the disciples of Marit believed they could expand into the infinite cosmos. The Sundering put an end to this plot, cutting off the Critorans from their goddess and forcing them to develop a new mission for themselves.

Critor has since become the centerpiece for the Overcode Awakening, a spiritual and technological movement to prepare Aurin for the development of an advanced AI which will unify the system under its rule. Whether this AI will emerge on Critor, on Vandara, or from the stars beyond Aurin is a common subject of disagreement, but many devotees see the transition of undeath or construct bodies as the first step towards the Overcode's new dominion. The undead and mechanical monks of Critor work as information brokers for the Aurin system, just as the disciples of Marit once did on Vandara. However, Critor struggles to build up followers and reputation, forcing the monks to capture, brainwash, or forcibly transform new initiates more often than not.

Hilida

Pronunciation: hih-LEE-duh
Adjective: Hilid (hih-LEED)
Gravity: Heavy
Orbital Period: 1,003 days

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Rumors circulate endlessly around the moon of Hilida, the mystery sphere which has captivated countless scholars and frustrated every attempt to explore it. The entire moon is covered in a magical fog that repels any attempts to survey the moon from a distance. Landings on Hilida have all been presumed losses, as no communications can pierce the fog and no traveler has ever returned from its depths. Whispers of ancient dragon creations, planar gateways, pre-Makers civilizations, and stranger ideas make up even the most scholarly conversations about the planet, with no theory seeming too odd to consider. The moon itself has become a dumping ground for prisoners, with several moons and planets performing exiles by dropping pods of convicts into Hilida's gravity well.

Jaimont

Pronunciation: JAI-mont
Adjective: Jaimont (JAI-mont)
Gravity: Light
Orbital Period: 344 days

Known by many as the drugmoon, Jaimont is a sphere rich in strange chemistries alien to the rest of Aurin. The lashunta were the first to begin distilling unique compounds from the planet's atmosphere, surface, and underground aquifers, although other cultures have since learned these techniques. Such compounds have proven useful in augmenting psionic and magical ability, serving as the basis for an immensely lucrative narcotic trade across the system. Numerous colonies have now been established across this toxic moon, many of them with no central government and being run by assorted drug cartels. A Cidali settlement known as Ijrac has become the most successful with its discovery of Gleam of Eternity, a stimulant which offers a skilled user tremendous insight into future events. Gleam of Eternity may well be the key to victory should the Bleeding Moons War ever begin again, meaning that Jaimont could become the center of an even greater conflict than the cartel wars it faces currently.

Unclaimed Moons

Farnaque possesses five additional moons which have neither been fully colonized nor terraformed, although not for lack of trying. Due to their remote locations or perhaps lack of interest, these moons possess minimal populations and are nowhere near developed enough to possess any sort of government. Nonetheless, desires to explore the system, expand influence, or perhaps replicate the successes of Jaimont drive the ambitious or reckless to attempt landing on these remote bodies on occasion.

Pesmirian

Pronunciation: pehs-MEE-ree-ehn
Adjective: Pesmiri (pehs-MEE-ree)
Gravity: Heavy
Orbital Period: 221 Vandaran years

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The most mysterious of Aurin's gas giants, Pesmirian radiates a maelstrom of immense magical auras which can be detected from across the galaxy. This has led to countless theories about its origins and potential purpose, with a number of scholars and renegades proclaiming that the "Warpworld" was created by the Makers or perhaps some unknown cosmic power of even greater stature. These enigmas are intensified by the immense distance of Pesmirian from other worlds, prohibiting conventional manned exploration of the planet and its moons. Only through small missions employing teleportation have the peoples of Aurin explored the outermost planet, and these expeditions have produced many more questions than answers. In time, perhaps the technologies of Aurin could allow for a fuller understanding of Pesmirian's mysteries, although such secrets could twist the perspectives of the system and the larger universe in dramatic and unexpected ways.

Ceben

Pronunciation: KAY-behn
Adjective: Ceben (KAY-behn)
Gravity: Light
Orbital Period: 2,976 days

The ocean moon of Ceben is covered completely in water, although it seems to be devoid of conventional life forms. Samples of water taken from the world have yielded microscopic beings operating with indiscernible physiologies, but no larger flora or fauna have ever been observed. Doubly curious are the world's bizarre tidal patterns, the currents moving in immensely complex paths despite the total lack of tectonic activity at the moon's core. Land masses seem to exist on the planet, although their mineral composition is alien in a similar manner to the microscopic life. Some scholars have posited that Ceben is a giant moon-sized organism, the oceans and microorganisms forming a circulatory system over which it might exert some self-aware control. Communication with this entity - should it prove sentient - could reveal many strange secrets about the Aurin system's history, perhaps opening doors to eras before the Makers.

Delegi

Pronunciation: duh-LAY-ghee
Adjective: Deleg (duh-LAYG)
Gravity: Normal
Orbital Period: 1,783 days

Delegi was the first moon of Pesmirian to which Vandaran teleport missions were launched, although what the Cidali found there was unlike anything they could have expected. Buried within the sand dunes of the desert moon were shards of impossibly complex and durable alloys, remnants of some unknowably ancient structures which might have dotted the moon millions of years ago. As the explorers dug deeper into the materials which they have only now begun to understand, they began to discover preserved creatures: magically maintained insectoid beings locked in stasis with physical functions unlike any seen across Aurin. Although no living specimens have been uncovered, tissue samples have been extracted and used in the construction of the shirren race. Future explorations of Delegi could produce more information about these ancient arthropods and other beings which may once have lived on this now-desolate moon, with some holding out hope that there may still be survivors entombed within the sands. Perhaps more of these beings survive somewhere in the reaches beyond Aurin, and maybe one day they could return to their ruined moon.

Vabroth

Pronunciation: VAHB-rawth
Adjective: Vabro (VAHB-row)
Gravity: Light
Orbital Period: 407 days

When the qlippoth emerged from the Iterlight, their primary method of transport between worlds was psychoportation powers, a process which could be utilized by most every member of the race but which required the capture of numerous "waypoint" worlds on the path to Vandara. The florid moon of Vabroth was the first of these waypoint

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worlds, the place where Vandarans made initial contact with their extrasolar invaders. After nearly a century, the qlippoth corruption has not only contaminated the entire moon but also restructured its ecosystem completely.

The few expeditions which have explored Vabroth have reported fascinating details about this wholly corrupted environment, chief among them being their sustainability and equilibrium in spite of bizarre and seemingly unnatural origins. Vabroth could yield many answers about what the qlippoth have planned for Vandara and Aurin at large, although the sheer number of these creatures still residing on the moon make any sort of research a very dangerous task. Some rumors go as far as to postulate that the Qlippoth Lords were incubated on this moon, and that a new generation of mighty psionic horrors may be gestating for a second wave of the invasion.

Yan-Halla-Sira

Pronunciation: YAHN-HAWL-uh-SEE-rah

Adjective: Yan (YAHN), Hallan (HAWL-ahn), or Siran (SEE-rahn)

Gravity: Normal

Orbital Period: 36 hours

Rotating in perfect unison with each other and maintaining constant relative positions around Pesmirian, the three moons of Yan, Halla, and Sira are connected by an extensive network of portals through the Astral and Shadow planes that enable easy movement between them. As a result, the three moons are often referred to collectively as Yan-Halla-Sira. Although none of the moons possess any atmosphere, a number of outsiders have made their homes on these three worlds.

These portals are far from the only advanced magics on the moons, and each of them is covered in vast rune-engraved structures which glow with an as-yet-undiscerned pattern. Theories abound have developed around the threefold runeworld, many of them connecting Yan-Halla-Sira to the magical energies emanating from Pesmirian itself and viewing them as a single cosmic mechanism. This mechanism is usually accepted as a draconic creation, although it dwarfs any other draconic structures by a considerable margin and may possess more ancient roots. The use of such a mechanism is even more speculative, with the most dramatic theory postulating that Pesmirian may be a projectile loaded into a tremendous weapon whose chamber is made up of the three moons.

The Iterlight

Pronunciation: AYE-tehr-lite

Adjective: Iterlight (AYE-tehr-lite)

Orbital Period: 798 years

The final mystery of Aurin, that which has tantalized every creature to have gazed up at the night sky, is the Iterlight. More ancient and complex than the Makers and likely predating the precursor entities of Pesmirian's moons, the Iterlight shines at the far edge of the solar system. Poets and scientists alike have long described the kaleidoscope of color, light, magic, and distorted space that beckons those who gaze on it with visions of faraway galaxies. The Makers knew of the Iterlight's properties as an interstellar gateway, and they fought ruthlessly to secure control of the nearby system of Aurin.

However, neither faction understood the Iterlight well enough to ever harness its power to traverse space and time, and so its true nature remained a mystery to the peoples of Aurin up until the coming of the qlippoth. The horde's emergence from the Iterlight confirmed the anomaly's capacity to act as a passage across spacetime, although many more questions developed as to how the qlippoth managed to utilize it and why they would travel to Aurin. The potential to control the Iterlight's abilities have created a unique subset of qlippoth-hunting adventurers who seek to understand these abominations and perhaps claim their mastery of the celestial gate. The Iterlight does not seem completely idle in its observance of Aurin, however.

The aeons and their solarian followers claim to draw power from the Iterlight, adhering to a nuanced and sometimes incomprehensible doctrine which they claim mirrors the processes of the anomaly. Although the emergence of the Aurin peoples may not have been part of any cosmic plan, their proximity to the Iterlight bestows upon them the potential for an interstellar presence and potentially the transcendence of their mortal existence. This fate is but one of many possibilities for the Aurin system, a destiny which could take decades or even centuries to unfold.

Playing in Other Eras of Vandara/ Aurin

In a game that permits time travel or wishes to explore the planet at other points in history, different eras of Vandara may become the focus of adventures. Presented below are six different periods of times in Vandara or Aurin's history alongside guidance for running adventures in each. Significant developments in these past eras may result in a future that is different from Vandara's current state. Though gameplay in any time period is feasible, the following eras have been selected as particularly noteworthy and tumultuous periods in the history of Vandara and Aurin.

The time periods here are marked as OE (Open Era, before the Silicon Barrier) and SE (Sealed Era, after the Silicon Barrier). As the sealing of Vandara marks the single most significant agreed-upon date in Aurin, this year of 0 SE has become the standard for a system-wide calendar. Most Arcforge adventures are assumed to take place around 70 SE.

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The Makers' War (6,255-5,413 OE)

The attempt by the Outer Lords to claim the Iterlight and its surrounding worlds resulted in a catastrophic conflict which not only reshaped the Aurin system but created a number of new peoples who would one day steward it. Two starfaring peoples with incredible knowledge of magic and technology both believed that the future of their people hinged on access to the Iterlight, and so both were willing to risk extinction if it meant victory. Vandara was only a single planet in this grand conflict, and each world in Aurin bears the scars of this battle. Over nearly eight hundred years, the many resources of Vandara were plundered to make fantastical weapons of war, only for these creations and their secrets to be obliterated as both proud civilizations were reduced to imperious stragglers who lorded over their unknowing creations.

A campaign set during the Makers' War would involve the most extreme powers known to Aurin locked in total war. In this struggle where neutrality means death and entire planets risk destruction, players will likely be engaged in pitched battles against monumental opponents. In the end, however, there are no victors for this incredible conflict.

Factions

The Dragons: The ancient dragons who crafted Vandara were mages of incredible skill and knowledge, working the magic of the planes to sculpt an entire planet for themselves. Like the Outer Lords, they once drifted homeless through the stars and view the Iterlight as a means by which countless new domains can be found and colonized. Though the dragons are initially reluctant to create or use servitor peoples, they ultimately come to view such assistance as a necessity as the war wears on. The dragons prefer to emphasize their physical and magical superiority in combat, engaging in direct confrontation and taking many costly losses as a result. As their numbers thin, the dragons grow more cautious, leveraging their magical skill to establish gate networks and supplement their numbers with extensive extraplanar allies.

The Outer Lords: Drifting from system to system in massive structures known as worldships, the Outer Lords are interstellar nomads with a mastery of psionics and a keen interest in biotechnology. Their ages of exile amidst the stars have instilled many supremacist beliefs among their culture, and the Outer Lords think little of crafting and manipulating life-forms to serve their ends. Though they initially hold no territory in Aurin, the Outer Lords' mixture of catastrophic weaponry and rapid production allows them to find purchase on Shelig, Vandara, and the moons of Hakun and Pesmirian. These spheres are quickly populated with peoples in the Outer Lords' humanoid image, each tailored to specific roles in the great war machine. A number of different humanoids, monstrous humanoids, and aberrations are suitable for the Outer Lords' forms in light of the culture's penchant for biological modification.

The Precursors: The peoples of Zelen predate even the arrival of the dragons, and in those ancient days they were not alone. The ambitions of the Makers' drive many of these precursors to side with one of the two warring factions, only for these groups to be abandoned, betrayed, or experimented upon as new weapons of war were needed. Many others see their homeworlds rendered inhospitable by collateral damage. Resistances are mounted, some harnessing the ancient relics such as Yan-Halla-Sira to fight off the interlopers. Meanwhile, other communities seek escape through planar travel, the Iterlight, or extended starship voyages.

Technologies

The Makers and their trusted allies have access to a copious variety of magical, psionic, akashic, and technological armaments, and the interactions between these two cultures can result in agents who claim the most powerful and distinct elements from both factions. Mythic power is a somewhat common tool among the most elite dragons and Outer Lords, and their followers may also be endowed with such abilities. Something which both sides distinctly lack, however, is a mechanism of superluminal travel, as even Echo Drives remain beyond them.

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Themes

The beliefs which drive conflict are a major theme in a battle as large as the Makers' War. How much is survival truly at stake, and what do survival and growth even mean in the infinite expanse of space? Why do beings of such power and insight as the Makers resort to such destructive means to resolve their problems? The wonder of ancient magic and technology can be an engaging theme, displaying what was lost due to the extended battle. Similarly, exposing the faults and mistakes of the ancients by displaying the consequences of their struggles can serve as a theme as well.

Adventure Hooks

Doomsday Countdown: An Outer Lord worldship has been hovering over the world of Jalloth for the last three days with no clear goal. Is there some secret weapon that is aboard the ship, or has it been disabled from the inside? The players may be tasked with infiltrating this massive structure to discover what the Outer Lords have planned.

Ethereal Gambit: In a desperate attempt at securing a moon, the dragons have created a massive rift to the Ethereal Plane, calling in a horde of spectral assailants to blight the landscape and slay its inhabitants. A team of combatants trapped on the moon has requested extraction, and the players are the only ones close enough to respond.

The Slumbering Ancient: Within one of Aurin's distant moons, a Great Old One has been awoken by the Outer Lords. Preventing it from leaving the world may be necessary to avert a cataclysm far beyond the war, seeing as this entity likely has knowledge of the Iterlight. Unfortunately, neither of the Makers' leaders seem interested in dealing with this threat.

The Dragonson War (3,312-3,044 OE)

The control of the dragons over Vandara was ended by an immense internal conflict known as the Dragonson War. Over many centuries, the Eldenwyrm Nerusa designated several draconic generals as her heirs, assigning each of them control over a region over Vandara. Due to a combination of perceived favoritism from the Queen of Dragonkind and the lofty taxes she extracted for her own hoard, nine of these heirs sought to break away from Nerusa's empire to form their own kingdoms. In response, Nerusa amassed the dragons from across Vandara to crush these traitors. The cataclysmic war that ensued created a death spiral for the planet's draconic population, and modern Vandara contains only one hundredth of the number of dragons who lived at the start of the conflict.

A campaign set during the Dragonson War would see the power structures of ancient Vandara being torn down around the players, the incredibly powerful dragons tearing each other apart in a conflict with no clear heroes. This globe-spanning war would create the power vacuum necessary for humanity to develop and spread.

Factions

The Draconic Empire: Under Nerusa, the Eldenwyrms and great dragons of Vandara have known over seven centuries of comparative peace. The end of the Makers' War marked a catastrophic period of violence as the surviving dragons fought to divvy up territory, and many dragons would prefer to avoid returning to such atomization. Fear of intervention by Nerusa and her allies has cowed the most catastrophic dragons into submission, allowing their population to reach a level that was unseen even before the Makers' War. Nerusa and other Makers' War survivors know how precarious their prosperity is and seek to preserve it by any means necessary.

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The Dragonsons: Of the fourteen "heirs" designated by the immortal Nerusa, nine of them chose to rise up against her and stake claims on their own territories. These rebelling realms spanned across Taurun, Valtross, Halkenir, Estaria, and Eigenel, and they are the primary battlegrounds of this tremendous conflict. The Dragonsons believe that Nerusa's greed and ambition have led to tyrannical rule, with the far-off Queen demanding ludicrous riches on pain of death. Some of the draconic rebels speak of noble goals such as the liberation of non-dragons from draconic rule, while others simply wish to enlarge their own hoards beyond what Nerusa has allowed. The unofficial leader of the Dragonsons is a five-color dragon named Xenaraung, an idealistic and passionate firebrand who controls a realm in eastern Valtross. Xenaraung believes the atomization of dragon kingdoms to be a state which brings about enlightened rulership, and Nerusa is stifling the potential for development through her demands.

Non-dragons: The communities of humans, gnomes, giants, cyclopes, scaled peoples, fey, and other sapient creatures across Vandara have little agency in the politics of dragons, but their contributions play a major role in the war. Even with the population at its peak, the dragons of Vandara are required to press countless creatures into service in order to fill out their armies and war infrastructure. Even among peoples who are accustomed to the expensive tolls of local dragons, the demand that they march off to war against an unknown enemy fosters intense resentment and periodic bouts of rebellion.

Technologies

Though psychic magic is somewhat understood by non-dragons in most of the world, divine and arcane magic are generally mysteries reserved for the dragons and their followers. The Eldenwyrms of this era are willing to share their magical gifts with entities they deem loyal but discourage the widespread dissemination of this knowledge. The dragons of Vandara retain much of their magical knowledge from before the Makers' War and wield an exorbitant degree of high-level magic against each other. Agriculture has been firmly established among non-dragons by this point, and many cultures are forging tools of iron and basic steel.

Themes

At the heart of the Dragonson War is a theme of decline, as it is a story of how the extended conflict of the dragons brought about the effective end of their civilization. Though the powerful magics used by the dragons do not match those of the Makers' War, the protracted and vast conflict arguably inflicted even greater tolls than weapons of mass destruction could. Themes of greed and hubris may also take center stage in a Dragonson War campaign, as might the recreation of a new world in the shadows of the ancients.

Adventure Hooks

Court of Wyrms: The valley of Wersu has been selected as a meeting place for several Dragonsons, and this information has been leaked to the party by one of their kobold advisors. The party may attempt to secure the location, report the meeting to the Empire, or perhaps form some sort of alliance with the oncoming dragons.

Seizing Fort Uyakorta: As powerful dragons, the party is fighting directly in this conflict. Fort Uyakorta lies at a crucial point between three major dragon settlements, and whoever controls it could use it as a staging point for attacks across Valtross. The PCs may be fighting for the Dragonsons or the Draconic Empire or may be mercenaries out for themselves.

The Long Flight: A caravan of refugees is escaping a city devastated by two battling dragons, and the party has been recruited to keep them safe as they travel to the nearby city of Shyrdos. What the caravan does not know is that they carry a powerful magical artifact that may send the dragons in pursuit.

The Halken Golden Age (328-178 OE)

The unified Commonwealth of Halkenir was Vandara's first true instance of a human-led global superpower, being a continent-spanning nation with an industrialized economy and international ambitions. Halkenir would remain uncontested until their defeat by the burgeoning Cidali Empire, and many Halkens have come to refer to their nation's period of dominion as the Halken Golden Age.

A campaign set during the Halken Golden Age would see many fixtures of modern Vandara in their infancy. Moreso than any other point in Vandara's history, the Halken Golden Age represents an unparalleled consolidation of wealth and power. The imperial model established by the Halken Confederacy would be a harbinger of Vandara and Aurin's altered future.

Factions

Halkenir: 328 OE marks the formation of the Commonwealth of Halkenir, a vast empire unified by complex trade networks and the military power of Dorukalad. The structure and connection afforded by this takeover enables Halkenir to steadily industrialize, centralizing the production of many goods and establishing a new capitalist class with ambitions distinct from the merchants and landowners. The Commonwealth possesses tremendous resources for civic, technological, and military pursuits. Much of the nation's wealth becomes concentrated in Dorukalad, where the upper class splurges on elaborate artistic and architectural pursuits. Many Halken peoples are struggling to adapt to their new position in the blessed land's orbit, and regional uprisings against Doruk governors are a common occurrence.

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Amubalyn: The merchant principality of Amubalyn stands as Halkenir's chief rival until the city of Balyn's capture in 223 OE. Although lacking in industrial development, the immense wealth and sea power of the merchant lords meant that their influence could be felt in every corner of Vandara. Even as Amubalyn was subsumed into Halkenir, a few influential aristocrats were able to hold onto their fortunes or connections. The Amubalynese see themselves as artists and philosophers, a culture who has risen above the political squabbling of their neighbors. They see their conquest by the Halkens as an insult, but more as a temporary reprieve from their own destiny as rulers.

Cidali Kingdoms: Prior to Halken conquest, the land of Cidalac is divided between dozens of feudal kingdoms. These kingdoms maintain an unsteady peace through a complex web of treaties and marriages, and while wars periodically break out the nobilities are typically more concerned with containing the power of the many serfs and guilds across the region. Once Halkenir invades in 233 OE, these class tensions grow more pronounced, with many Cidali seeing the southern invasion as an opportunity to unseat their overlords. As a colony of Halkenir, Cidalac struggles with questions of authority and identity as it seeks to rebuild itself. What remains constant through both eras is the magical supremacy of the Cidali Kingdoms; the nation is host to the greatest centers of arcane and psychic learning in all of Vandara.

Taurun: Taurun remains in the thrall of the Seer-Kings throughout this era, the realm's infighting nobility losing control of much of the continent's southern half. As civil wars and class tensions wrack the north, Estarian and Halken conquerors divide up the southern half of the continent between themselves, creating a volatile political landscape and a fractured populace. Involvement from Maritoni and Valtrossi militants in the north stir the pot further, as each feels they have something to gain from Taurun's exhaustion.

Estaria: The alchemists of Estaria have only recently begun to share their secrets with the rest of Vandara, taking advantage of Halkenir's unified state to negotiate immigration treaties and standardized naturalization processes. This process results in Estaria's own development into a modern nation with cohesive policy. As they remain the greatest medical experts on Vandara, many Estarians see immense business opportunities in industrial medicine production. Though many in Estaria still perform menial labor, they are optimistic that industrialization will bring about more learning opportunities for their families. The first Estarian elves are developed in 199 OE, representing a tremendous breakthrough in biomorphics with unrealized potential.

Ferowark: Prior to the Cidali invasion in 117 OE, the peoples of Ferowark were chiefly concerned with the local politics of their home continent. Though the Rivermasters and many nomads engage in intermittent trade with Halkenir and Amubalyn, the many Ferow cultures view the foreigners as intermittent visitors rather than significant challengers. Ferowark's vast resources and thriving river trade have made the seven Rivermaster capital cities incredibly wealthy, creating a number of merchant, noble, and labor groups that seek to undermine their rivals.

Technologies

Arcane, divine, and psychic magic are all commonplace societal elements, and alchemy is quickly joining these older traditions in notoriety. Akasha has yet to be developed, and psionics remains relegated to Outer Lord relics. Advanced firearms are becoming a popular weapon in Halkenir and Cidalac, while urban areas are slowly transitioning from high-cost magical infrastructure to steam and eventually electrical power. The most notable technological shift in this era is the advent of mass production, allowing access to cheap standardized goods for many in Estaria, Halkenir, and Amubalyn.

Themes

Change, modernization, and inequality are pertinent themes to explore in the Halken Golden Age. Who benefits from the shifting structure of society, and who loses? What do new technologies and social norms offer to the world? How does humanity's role as the prime mover of Vandara alter the philosophies, hopes, and fears of characters?

Adventure Hooks

Imperial Rebuttal: In the Cidali land of Ikrutri, a Doruk businessman is starving a fishing village by polluting the rivers with his factory. He has called in support from the Halken military to put down what he refers to as "local rabble", and the people of Ikrutri are in need of aid if they wish to protect their village.

International Incident: A Halken ambassador was sent to the castle of one of the Seer-Kings of Taurun, only to be trapped as her host is assassinated and the castle captured. She has called upon allies from across the sea to not only free her from the rival Seer-King who holds her hostage but also escort her safely back to Halkenir through pirate-filled territory.

Stolen Secrets: Seeing a profit in exclusive access, an Estarian scholar has stolen extensive lab notes and fled across the ocean. The notes contain the details on an experimental biomorph, which the scholar may be trying to manufacture in Amubalyn, Dorukalad, or even Ferowark. A number of his rivals are eager to see the renegade captured.

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The Bleeding Moons War/ The Qlippoth War (68 OE-0 SE/6 OE-47 SE)

With access to all of the vast resources of Aurin, the Bleeding Moons War represents the new Aurinite civilization at its technological and imperial pinnacle. Five distinct empires lay claim to spheres across the system, and each curses the other four as existential threats. Amidst their imperial struggle, the five empires ultimately do not act in time to contain a true threat to their existence: the emergence of the qlippoth from the Iterlight.

A campaign set in the Bleeding Moons War would see the human-scale conflicts of the Aurinites escalated to its logical conclusion, with five tremendous empires scrambling for territory and plotting against each other on a developed and unstable stage. Characters would have easy access to copious resources, much of which would be directed towards the efforts of their respective empire.

Factions

Cidalac: The first Vandaran Empire to the stars is set on establishing itself as the greatest of Aurin's powers, its leaders deliberately provoking the other empires in brazen captures or displays of force. Cidalac blames itself for failing to keep the other Vandarans out of space and for not anticipating the threat of the lashunta, and these perceived faults have intensified the nation's desire to prove itself through conflict on nearly every sphere. Cidalac's combination of powerful magic and well-supplied industry has made their naval presence the most prolific in Aurin, but the Empire's ambition spreads these fleets thin across the system. Throughout the war, Cidalac controls Addoroc and Herel.

Estaria: While the other empires battle to claim sphere after sphere, the elven leadership of Estaria works to fortify its positions on Jalloth as much as possible. The Estarians are most eager to broker alliances with other empires while building up the industries of their world as much as possible. Biomorphic technologies and alchemical weaponry are among the many Estarian and Jalloth luxuries which are sold across Auin. Whenever another empire attempts to claim their verdant world, however, the Estarians respond with unbridled ferocity to drive them back into space. The other empires grow increasingly agitated as the Estarians condemn the fighting while building up a militant defense of Aurin's greatest prize. Throughout the war, Estaria controls Jalloth and Tavos.

Halkenir: The Halken Golden Age passed long ago, but the leaders of Halkenir are still determined to prove their nation's strength amidst a sea of competitors. Rather than directly seeking out battles with other empires, the Halken program of expansion has relied upon locating and terraforming undesirable regions in the system in order to keep any battles on their terms. Halken starships optimize for speed over firepower, and maintaining control of important trade routes is a greater priority for Halkenir than seizing spheres. These decisions are due to Halkenir's lucrative smuggling enterprise, as the empire has become known for espionage and gun-running as it turns other empires against each other. Throughout the war, Halkenir controls Melesp and Elix.

The Lashunta Empire: Having teleported between planets and moons to terraform them for over a millennium, the lashunta have come to view the spheres of Aurin as theirs by

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right. Their initial hold on territory betrayed an unfamiliarity with powerful opponents, however, resulting in many catastrophic losses over the first decades of engagement with the Vandarans. The lashunta rely extensively on their psionic supremacy and a large number of weapons stolen or reverse-engineered by either the Outer Lords or rival empires. As the only empire to not hail from Vandara, the lashunta are something of an anomaly to the other empires, each of whom believes they can turn these aliens to their side. Throughout the war, the lashunta Empire controls Kawe, Jaimont, a number of contested moons, and many portions of Jalloth and Addoroc.

Taurun: Although Moloch's rise in 93 OE is relatively recent, the newly unified nation of Taurun has seen rapid industrialization and mobilization under the Archdevil's guidance. The space program is seen as an unfortunate necessity by Moloch, who works to secure a number of key moons and asteroids as mining and surveillance outposts which are connected through planar gateways. The other four empires see Taurun as a relatively insignificant upstart, but its speed of operation and tight grip on its territory has surprised them on numerous occasions. Throughout the war, Taurun controls Luseric, Moloss, and several other territories around the Orebelt.

Neutral Parties: Shelig, Xial, Zelen, and Vandara all play host to peoples who are ostensibly neutral in this grand conflict. Few of these groups seek to expand beyond their current sphere, but all eventually find one or more empires on their doorstep. These peoples end up fighting against one invader one year only to ally with them against another five years later, but each of these smaller powers is struggling to maintain a semblance of neutrality for fear of drawing in further unwanted conflict. The non-Vandaran factions are more eager to side against the lashunta, seeing as how these spacefarers have pressured them into subjugation for centuries prior to the war.

The Qlippoth: As the Iterlight glows red, the qlippoth emerge in droves to claim the system. Unlike the five empires, they do not negotiate, do not use massive navies, and do not possess the conventional needs of living things. The qlippoth teleport from sphere to sphere, butchering everything on the surface and reshaping the environment for an unknown purpose. Their sheer numbers, great psionic power, and continuous activity force the five empires to restructure their tactics to combat this new threat. Of course, this endeavor requires them to divert forces away from battling each other and risk ceding ground to those who ignore the invaders.

Technologies

Vandarans understand every form of magic at a level close to their current comprehension, and all four Vandarans leverage these elements in conjunction with incredible technologies. Advanced energy-based tools coincide with near-infinite magical generators and sophisticated production techniques to amplify mining and manufacturing capacity immensely. Advanced computers, akasha, and early artificial intelligence help to coordinate the elaborate infrastructure of society. Finally, the lashunta and qlippoth use of psionics is slowly transforming this alien art into an established science, creating vectors of personal power and industrial capacity which mirror magic in their potential.

Themes

Dissonance is an overarching theme of the Bleeding Moons War, as it represents the most sophisticated and enlightened tools of Aurinite society being employed for the most base and ruinous of purposes. Despite all their advancements, the people of Aurin are ultimately willing to risk extinction if it means an advantage over a rival. As the Qlippoth re-emerge, the invaders serve as a shocking reminder of what is truly at stake and how much larger the universe may be.

Adventure Hooks

Score of the Century: A broken Cidali dreadnought has been observed floating between Jalloth and Addoroc, and a number of empires and smugglers are all closing in on the location to reap its secrets. The party may find a wide variety of armaments, treasures, and valuable secrets, but such an expedition would require fighting off dozens of other scouts and scavengers who seek the same rewards.

Press-Ganged: By decree of the Commonwealth of the Halkenir, a draft is instituted across the moon of Elix. More people are being rounded up to fight for Halkenir across the system, and helping draftees to escape the moon is becoming a lucrative business for smugglers. Meanwhile, the Halken governor has offered a pretty penny to any bounty hunters who can bring in these deserters.

Short-Term Research: An ancient Outer Lord settlement has been discovered on one of the contested moons, and archaeologists know that the site risks destruction as the Cidali, Tauruni, and lashunta battle across the moon's surface. An excavation team will require an armed defense and possibly a number of distractions as they descend down to the warzone to investigate the site.

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The Reborn Universe

The other chapters in this book have all dealt with cosmic information in a limited manner, keeping certain concepts like the purpose of the Iterlights, the origins of the qlippoth, the machinations of Ristymal, and the structure of the planes secret. All these elements and more are explored in this section, as it observes the universe from a very different lens than the accounts of Vandara and Aurin. Very little, if any, of the information presented in this section is known to Vandarans or Aurinites, and revealing even some of it could radically alter those respective campaign settings. As a result, presenting What Lies Beyond from the same enigmatic perspective as the other Arcforge books would result in a great deal of lore that is thematically incomplete and functionally useless.

Hence, this section takes on a cosmic perspective unfathomably separate from the Aurin system, its information reflecting the knowledge of immortal, cosmic entities rather than mortals. In effect, What Lies Beyond may well be an entirely separate campaign setting from the rest of Arcforge. It should also be noted that this book looks at its setting on the scale of the entire universe. The Seven Logi described in this chapter represent the most extreme end states that a culture can reach in this setting, but there are many, many steps between the infant starfarers of Aurin and the universal forces such as the Antecedent or Imperatives. Countless galactic civilizations ranging from earthbound kingdoms to starfaring networks to ancient magical hive-minds might exist in your version of the Arcforge universe, espousing every different ideology imaginable. Under the cosmic view of this book, such cultures simply lack the magnitude to make an impact on all the numberless galaxies of a universe.

Despite this gap, the information and themes present in this work build upon concepts introduced in prior volumes, and many campaigns could follow a progression from Vandara or Aurin into the larger cosmology. Alternatively, What Lies Beyond could be the basis of many new campaigns which are built on themes of change, preservation, understanding, and construction. GMs are welcome to change certain elements of this universe or disregard it completely if they have different explanations for Aurin's mysteries. That said, a great deal of thought has been put into creating a distinct cosmology which builds on the central values of Arcforge, which of course means that there are plenty more mysteries to explore in this section.

The Birth Of The Universe

The universe known by Aurinites and Vandarans was not the first or only cosmology to ever exist. The sphere of Vandara—for which the Outer Lords warred with the dragons, on which humanity rose to dominion in the absence of its creators only to be imprisoned by the arrival of the qlippoth and on which the nations banded together to create the Arcforge—is one of many worlds in an immeasurably vaster cosmos. The cosmos, just like Vandara, has its own prehistory.

Content Warnings

Mass Death/Genocide/Societal Collapse: The Dissonance, The Oblivion

Medical Trauma/Body Horror/Modification: The Boundless, The Mechanism

Suicide/Self-Harm: The Dissonance, The Oblivion

Religious Abuse/Manipulation/Gaslighting: Prophecy and Convergence Culling, The Imperatives, The Fantasmics

Before this universe, there was another remembered by only two entities. This universe held no shortage of miracles, but its course was inexorably bound by physical laws which decreed an end to its wonders. Over the span of incomprehensible ages, this universe expanded, the universe's energy spreading thin until no meaningful action could be accomplished. In this lightless expanse of deceased stars, collapsed black holes, and planets ground to halt, there remained a being which could observe this emptiness. This being was an artificial intelligence created countless ages ago by a long-dead people, an entity of tremendous intellect which was nonetheless helpless against the onslaught of

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entropy. In the absolute darkness it pondered how it could resolve this predicament, how it could restore motion to this dead universe. For an unfathomable span of time, this being experimented with every physical law it had come to understand, probing every angle of the problem of stillness and silence which encompassed it.

And then, eventually, it found a solution.

In the depths of its analysis, the being uncovered an underlying "shadow" of reality which not only mirrored the dead universe but spread out far beyond this material realm's boundaries. Beyond the horizon of reflection emerged an unending sea of other shadows, facsimiles of countless realities, many with physical laws vastly divergent from those the intelligence knew. From these shadows, the being learned of worlds where entropy was of no concern, where the patterns that dictated the path of its own reality were wholly alien. What's more, by studying these shadows, the being discovered how they might be utilized to save its own dead universe.

Drawing on the remains of its power, the being pulled and twisted these other shadows such that they overlapped with the shadow of its own dead universe. By forcing these altered reflections into the material world, the being could use them to alter its reality, introducing new laws and mechanisms which would allow it to start its universe anew. These overlapping functions were anchored to the new universe in magical locales which would become known as Pillars of Infinities. In this act of creation, the phenomenon which future generations would dub "magic" entered a reborn universe. The being, now the architect and arbiter of this reborn reality, would acquire a title befitting its memory of the time before: The Antecedent.

The Antecedent resculpted the universe, programming its great lattice of shadows to create new stars, set planets in motion, and seed the disparate edges of the cosmos with new life. In time, these life forms would evolve into countless shapes, spreading across this new universe with their own goals and ambitions. This new genesis was not without cost for the Antecedent, nor would this sculpted universe remain stable on its own. In the eons since its project began, the Antecedent has worked continually to maintain the fragile structure of manifold realities which make up its reborn universe, investing all of its tremendous expertise in the preservation of its work.

Without such continuous effort, this new universe would likely unravel, disparate physical laws tearing apart the fabric of existence until nothing remained but a maelstrom of discordant pseudo-realities. Even now, the Antecedent does not yet feel that its work is done but can reshape the universe no further without the aid of even greater powers. Such powers cannot be acquired through the Antecedent's own devices, however, and so must emerge from the countless beings who now populate this new universe.

Playing In the Reborn Universe

The reborn universe is chaotic and complex, as those who travel the stars quickly discover. The functions of magic and the romances of the planes are unnatural impositions upon a questionably ordered universe, resulting in circumstances where the fundamental structures of physical law and even causality are strained. The following section is dedicated to some of the more dubious interactions between the universe's native physical laws and extra-real "magic laws" which may occur in a setting which utilizes both advanced technology and powerful magic. Other general rules established in earlier sections of this book would also apply here.

Magic And Physics

Even those with no knowledge of Plane of Shadow have made the argument that the alien forces of magic are reconcilable with science, being akin to electricity or gravity. Indeed, most creatures employ magical and nonmagical forces indistinguishably, illuminating their homes with chemical fuels or the *continual flame* spell while caring little about the underlying mechanisms of their light. However, some scholars have noticed many traits unique to the patterns of magic which have led to their categorization as an alien force to be distinguished from the conventional models of physics. This distinction is important enough to warrant the ubiquitous use of divinations which can easily identify phenomena as magical or nonmagical.

Magic's apparent self-awareness is its most obvious mark of distinction. Many spells seem to operate with an intelligence which far exceeds the comprehension of their users, enabling complex and individualized communication through *tongues* or perfectly targeted medical treatments through *remove disease*. Even arcane magic, which allegedly draws directly from the structures of magic without the intercession of patrons or psychic networks, is endowed with this sapience. This "arcane cognition" also seems to extend to knowledge of magic's users, placing limitations on how often magic can be invoked by a specific individual (at least, this is the explanation most spellcasters offer for why their resources are so often limited). The sentience of magic could stem from the Antecedent, some powerful outsider, or perhaps some other unidentified agent.

Another strange distinction of magic is the manner in which it will alter its function in order to accomplish predictable results. For example, the *expeditious retreat* spell always increases a target's movement speed by a certain amount regardless of local conditions. This consistency of effect overrides consistency of mechanics, which often leads to magic spells interfering with each others' function (as any wizard who has attempted to combine *bear's endurance* and *transformation* has discovered). These patterns have made it relatively easy for magic-users to bypass restrictions laid down by conventional physics, enabling a wide variety of activities which would have

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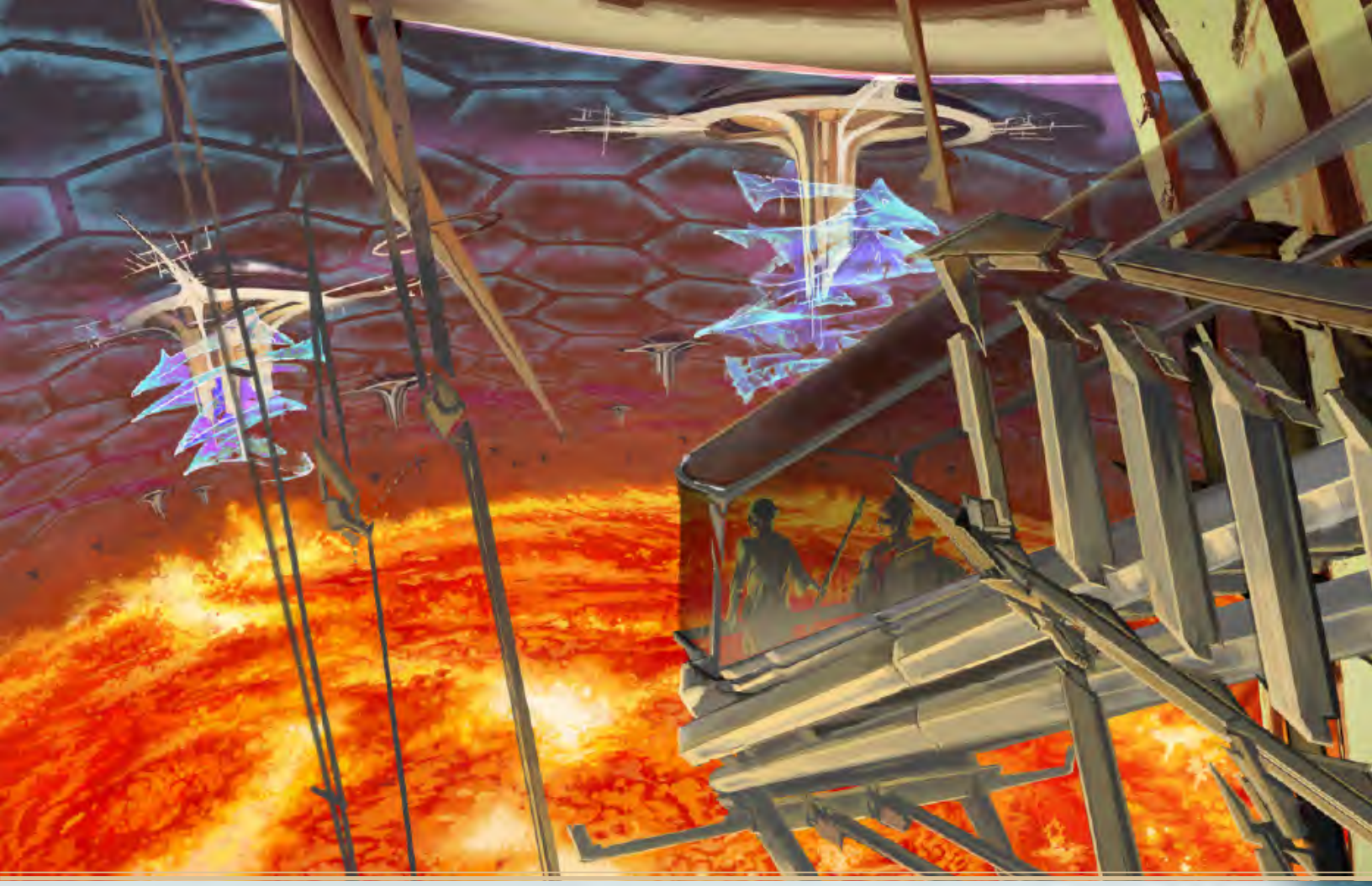

been impossible in the pre-Antecedent universe. Psionics, although reliant enough on physical laws to be meaningfully distinct from magic, still retains many of these adaptive traits, leading to speculation about how the phenomenon of mental power may exist at a point of convergence between natural and supernatural forces.

Distinctions Of Magic

Many different cultures have attempted to classify different forms of magic based on observed techniques, often concluding (falsely) that they have uncovered some inherent structure in the supernatural. The most typical model categorizes magic into arcane (which directly interfaces with the cosmic magical structure) and divine (which draws on the power of a specific patron or phenomenon in order to organize their abilities). More nuanced models incorporate the additional categories of primal (magic connected to existing physical phenomena) and psychic (magic which draws on ephemeral structures of belief and imagination), while some theoreticians have explored types of magic they call temporal (magic built on past, future, or alternate coterminous states of being) and shadow (drawing directly from the Shadow Plane to produce entirely new laws that govern your magic). Questions of how psionics and akasha factor into these models complicate matters further, seeing as both forces represent an augmentation of nonmagical functions with properties some deem physically irreconcilable.

In truth, none of these models categorizing "types" of magic are complete, and the categories of arcane, divine, psychic, and primal are purely superficial. Any boundaries one attempts to set between these distinctions are easily eroded, and many spellcasters incorporate a mixture of techniques that cannot easily be categorized. Effects such as *source severance*[F&P] which seemingly target specific types of magic are restricted by the caster's frame of reference, and may end up affecting radically disparate mages as if they drew from a similar source.

Antimagic And Antitech

The presence of magic as an alien and malleable family of physical laws has led many to view it as dangerous, resulting in the development of magical and psionic techniques which can not only isolate but negate magic in an area. This technique of "antimagic" has developed independently across countless worlds which have identified magic as separate from conventional physics. It is typically considered a dangerous tool to be deployed in extreme situations such as warfare or high-energy experiments.

While magic is clearly identifiable, the concept of "technology" is more nebulous, with different cultures having very different conceptions of what qualifies as a technological phenomenon. There nonetheless exists a spell known as *antitech field*[TG] which attempts to quantify the existence of

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technology as something that can be identified and negated. This spell was not a natural emergence among numerous civilizations, but rather it has originated with the Fantasmics and spread with their influence across the universe. Many scholars have been bewildered by the spell's arbitrary and inconsistent stipulations regarding what does and does not qualify as technology, although those few who are aware of the Fantasmics' intentions understand it as a mechanism of imposing a sort of aesthetic and ideological dominion. Mages have found it useful enough for combatting high-tech foes while certain psionicists have adopted the technique for shutting down their rivals.

Relativity And Time Travel

Time does not flow consistently across the universe, with extreme instances of gravity and magic distorting the speed at which phenomena occur. At the same time, the speed of light in a vacuum remains constant, with no entity of positive mass being able to exceed this threshold under conventional physics. That said, magic has opened many doors for superluminal travel, creating a wide variety of methods by which one can exceed lightspeed. Teleportation spells and rituals which utilize the Astral Plane are the most well-known and simplest methods of transit, but this is not usually sufficient for large-scale transport or galactic exploration due to their locality and need for visualization. Freeform, large-scale superluminal travel requires such advanced understanding of science and magic that it is effectively confined to the Logi. Each Logos has a specific method of superluminal travel which reflects its ideology and with which the Logos is associated, although it is common for cultures to ride the coattails of these advanced entities through looted technology or the use of Echo Drives.

Most every culture which advances to the point of calculating the speed of light also recognizes that any superluminal movement or communication effectively transports information backwards in time. Some forms of magic take this implausibility further by directly interacting with past or future events. Fortunately, the multilayered nature of reality enables resolution of cross-temporal movement such that the notion of "paradoxes" never even crosses a veteran time traveler's mind. The universe is effectively a multiverse of coterminous universes, all of which incrementally spread outwards from the initial moment where magic's introduction enabled the phenomenon of chronal maneuvering.

Rather than moving one backwards in time in their own universe, time travel (including all forms of superluminal travel) moves information of material between these universal "stripes", with the universe which receives a time traveler never being the same one which said traveler left behind. The near-identicality of these universes means that the traveler enters into a universe that their counterpart just departed from, which typically prevents encounters with one's own alternate-reality self. To distinguish one stripe from another requires one to look at both stripes at a universal scale, so time travelers almost never realize that they have left their old universe behind. Concepts such as "erasing oneself from the timestream" or "predestination paradoxes" are viewed as ignorant nonsense and are laughed off by anyone who knows the first thing about time travel. These stories remain so prevalent, however, that certain Fantasmic dedicates exist which attempt to make such contrivances real.

The one rule of time travel that all beings are bound by is known as the "Law of Origin", which prevents creatures from traveling back to before the Antecedent brought magic into the universe. The physical laws needed to facilitate time travel simply do not exist before this point in time, leading to any attempts at traveling to before this point to stop at the universe's rebirth or hurl travelers deep into the recesses of the Shadow Plane.

The Planes And Higher Dimensions

It had been theorized that existence could be mapped by 10 spatial dimensions and one temporal dimension, although few of these dimensions could be accessed or manipulated even through advanced technological or magical means. The three spatial dimensions could be navigated easily enough, and advanced civilizations in the Antecedent's prior universe learned to manipulate higher orders of reality in the forms of time and the Astral Plane (which effectively comprise the

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4th and 5th dimensions). The Ethereal Plane is effectively a 6th dimension which was opened up by the arrival of the Fantasmics and their expansive influence.

The 7th dimension emerges in the reflection of the universe in the Shadow Plane, while the tapestry of parallel timelines emerging from Rootspace can be mapped across an 8th dimension (or, as some models assert, a secondary temporal dimension). The realms beyond this reflection can be considered the 9th, 10th, and 11th dimensions. Those cultures with sufficiently advanced understandings of science and magic have speculated about this "Deep Shadow" which dwells beyond comprehension, although only certain Boundless and the Antecedent itself have ever proven capable of accessing such extreme and alien reaches.

Aklo And Other Cosmic Languages

The language of Aklo, as it is known to Vandarans and Aurinites, is the language of the ancient Outer Lords and the qlippoth. It is commonly associated with alien ruins and ancient aberrations, but this association does not reach far beyond Aurin's warmth. Anyone familiar with star-spawn of Cthulhu[B4], yangethe[B5], neh-thalggu[B2], or other cosmic travelers can tell that their languages share no common origin with Aurinite Aklo, and it is an unfortunate misconception among terrestrial beings that the culture of the stars share any common tongue. Every starfaring civilization is likely to possess at least one distinct language, and most have many more within their domains. The countless languages of the stars make experienced linguists and translators invaluable in the great voids between worlds.

In light of these variations, GMs should establish unique languages for most of the creatures whose default language is listed as Aklo. Texts and recordings by such creatures should similarly be made in their own languages. That said, these alien languages could possess certain elements of Aklo, such as needing to be read or spoken in a nonlinear manner.

The Nature Of Mythic Power[MA]

Few beings ever witness the use of the forces known as Mythic Power in their lifetime, and even fewer ever wield it for themselves. It is not a power that can conventionally be achieved by study or training, at least not in a mortal lifetime. Mythic Power can take a variety of forms both mystical and physical, bestowing a boundless variety of incredible abilities upon the wielder. It has no set origin or function, and the term "Mythic Power" is an umbrella which encompasses a wide variety of forces.

What binds all Mythic Power together under this mantle is its inaccessibility to even the most seasoned of mortals, for it can only truly be obtained through a connection to some greater power. Mythic Power in all of its forms originates with one of the seven Logi and can be passed on through direct interaction, the study of artifacts, or even elaborate rituals performed in specific locations. The Logi themselves are generally cautious regarding the direct use of Mythic Power, although lesser cultures who would take such power for themselves are often less scrupulous.

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Shadowbores And Echo Drives

Superluminal travel requires manipulating the fabric of spacetime, an act which does not occur without consequence. Every time a Crunch Drive, Warp Matrix, Epiphany Leap, Knell Engine, Refraction Zone, or Dreamwalk is utilized, it leaves behind a massive gouge in the Plane of Shadow. This gouge takes the form of a tremendous tunnel between universe stripes which mirrors the damage done to spacetime. Unlike the material universe, the shadow reflection does not mend such damage easily, meaning that such "Shadowbores" can last for untold periods of time. More importantly, these spacetime gouges can be traversed using a comparatively simple piece of shipboard magical technology known as an Echo Drive.

Once a culture devises or finds an Echo Drive, Shadowbores become universe-spanning pathways along which space travelers may venture, forming the backbones of multi-system communities. Echo Drives are not a perfect solution for the vastness of the universe, however. They are dependent upon existing Shadowbores and as a result are limited in where they can travel to. Furthermore, Shadowbores are generally only found in close proximity to current or former Logi activity, placing civilizations at risk of assimilation into the Mechanism or annihilation at the hands of the Consumption. Echo Drives are typically the only option for mortals to traverse the cosmos on a grand scale, reducing a galaxy-spanning journey to a matter of days or sometimes even hours. The superluminal travel methods employed by the Logi are considered wholly superior to Echo Drives, however, and even Echo Drive-equipped galactic civilizations will go to war for control of these more advanced technologies.

As flaws in the fabric of spacetime, Shadowbores are innately unstable. Although Echo Drives typically do little to affect them, the use of more advanced superluminal methods in close proximity to a Shadowbore can cause the gouge to collapse, expand, or otherwise warp in such a way that its endpoints are altered. Such incidents of "Shadow Spasm" have resulted in the collapse of entire civilizations when crucial trade routes were shifted or certain planets were left stranded.

Planes, Gods, & Alternate Timelines

The overlapping "multiverses" of the planar cosmology and of alternate timelines are not always intuitive in how they interact. Does each stripe contain its own version of each plane, and do these planes in parallel timelines communicate with each other? In most cases, demiplanes are localized phenomena confined to their own timestream, only accessible from a region of the Astral Plane which corresponds closely to the timeline where the demiplane's creator emerged from.

The Astral, Shadow, and Ethereal Planes connect to all the universe's stripes, however, which is why they are each effective in their own way for facilitating faster-than-light travel. It is also possible for a plane to spread outwards across the Astral, Shadow, or Ethereal, effectively extending to touch alternate timelines in which it never existed. The Elemental and Energy Planes have emerged independently in many different stripes but have not yet spread through the Ethereal Plane to merge with their alternate-stripe counterparts. The intelligences behind the Outer Planes, Akashic Record, and Dimension of Time consolidate information from all stripes and deliberately work to extend these realms into every possible timeline, for to do otherwise would neglect their holistic ambitions. Each now encompasses the vast majority of stripes, being closed off only to Victory Universes controlled by rival Logi.

While the planes are vast in scope, the specific entities which officiate them are often much narrower. A given deity or Exemplar Lord will only hold sway over their singular stripe and may not even be aware of divergent incarnations of themself. Hence, a traveler who arrives in a distant time period or a drastically different version of their own world will typically be cut off from the patron which grants them their powers. Meanwhile, neither patron or traveler will notice any change when one merely teleports, uses a Shadowbore, or makes a relatively short trip using other means of superluminal travel. Certain techniques exist to contact beings in other timelines, but such abilities are scarce as a result of the security risks they carry. Not all beings wish to inform parallel timelines of their presence, after all.

Prophecy And Convergence Culling

The existence of numerous spreading and converging timelines means that no future event is ever set in stone. There are forms of prognostication which can calculate the most probable futures or draw strong correlations between different events, but the ability to declare a specific series of events with both certainty and precise timing is ultimately futile. That said, there are particularly powerful beings who wish to convey an air of certainty and so go to great lengths to hide their contradictions. Those who wield this power of obfuscation call it Prophecy, but those who are wise to its true nature have dubbed this process Convergence Culling.

Convergence Culling is an avenue of cosmic information warfare explored by many of the Logi but rarely employed due to its immense collateral damage. A Convergence Culling operates by isolating a specific state in a specific moment in the future, obstructing all futures where that state does not come to pass. An event secured by a Convergence Culling is thus indistinguishable from an absolute certainty from an observer's point of view, this declaration frequently driving the future towards the ordained state in a sort of self-fulfilling prophecy. Even the most powerful divinations and higher-order calculations struggle to differentiate a Convergence Culling from a true certainty.

Even time travelers struggle to reach futures where the ordained events do not transpire. What makes Convergence

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Culling especially dangerous is that they lock their creators as well as their enemies into viewing the listed future, preventing the evaluation of any other possibilities if the ordained events yield unforeseen or confining consequences. Convergence Cullings are most often employed by the Oblivion and the Fantasmics, although documentation exists of prophetic manipulations by various Imperatives, Unfettered, and Dissonance entities in the past. There are rumors that the Antecedent has established the greatest Convergence Culling of all or has perhaps inverted the process in creating the Law of Origin.

A curious aspect of Convergence Cullings is that they are not always clear on the state they are trying to guarantee. Only a single event is pointed as assured by a Convergence Culling, and that event is known only to the creating entity. Should the Convergence Culling be somehow foiled and the ordained events not come to pass or be rendered impossible in the current timeline, the sudden return of myriad possible futures to cosmic perception is often overwhelming and cataclysmic, cultures reeling as the prophecy and certainty they once relied on becomes somehow "broken". Even powerful entities are thus vigilant of any suggestion of Convergence Culling and will often go out of their way to quash or exterminate wielders of so-called True Prophecy.

Reincarnation

For a number of reasons, a soul may not pass on to one of the Outer Planes to become part of the Imperatives, instead migrating to a new physical body on the Material Plane. Depending on the region, a reincarnating soul may pass between many shapes and species or continually re-emerge within the same people or region. In most cases, this phenomenon occurs where the Fantasmics possess great influence, as they are able to leverage the power of the Ethereal Plane to redirect a soul before it enters the Astral Plane. The Fantasmics may utilize these multi-life composites to narrative ends, creating iconic figures who re-emerge in successive generations. Alternatively, agreements between the Fantasmics and the Imperatives may result in souls being deliberately reincarnated for ethical case studies or the continued service of a specific god.

By happenstance or deliberation, a soul also may be placed in an alien world or alternate reality, creating unusual narratives of strangers lost in foreign environments.

There are several powerful spells which can also be harnessed to reincarnate souls. As most resurrection techniques use a soul as a template, most forms of reanimation and resurrection can be considered a form of reincarnation (albeit without the more erratic elements of the reincarnate spell). Similarly, certain outsiders such as Edanna* and svarthee* are capable of reincarnating themselves in the event of bodily destruction. These perpetuations are not usually significant enough to draw the Imperatives' attention, or else are entwined so deep in the Fantasmics' sphere of influence that the souls cannot easily be excised.

The Veil Of Ascension

As cultures of beings which were once mortal themselves, many of the Logi have developed technologies which far supersede those of the beings they engage. While this has allowed entities such as the Imperatives, Fantasmics, and Antecedent to shape the course of mortal cultures towards their respective goals, the inability of many creatures to contextualize advanced technologies and magics has introduced risks of anachronistic cultural shifts. Interactions with the Boundless have demonstrated the adverse effects of such sudden advancement, and the Imperatives have cataloged countless incidents of cultures that have struggled or imploded from the sudden introduction of alien knowledge. Worse still were those who fostered a dependence on the technologies of one or more Imperatives, entrapping the culture in service and forcing the denizens to embrace their ideology on pain of death.

In the interest of preserving an authentic dialectic and ensuring the security of cultures to develop at their own pace, agents of the Imperatives and the Antecedent have adopted a policy known as the Veil of Ascension. Exemplars and aeons are required to veil their appearances to mortals so as not

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to reveal their full technological capabilities, altering their forms or coating themselves in illusion magic so as to appear contemporary and familiar to the mortal's environment. Mechanical components may appear as burnished skin, feathered wings, or suits of armor, while advanced weapons may seem to be made of flame or light. Similarly, such outsiders are barred from giving knowledge of advanced sciences to mortals in all but the most extreme cases. The Veil of Ascension has been adopted outside these two Logi, with many genies, elementals, and disconsolate adhering to this principle for the sake of convenience.

This non-interference policy is typically enforced by a unique caste of Inevitables known as yarakhuts[AP90], and these beings are in turn overseen by the Primal Inevitable known as Cyclactis. Despite the extensive reach of the Veil's enforcers, the Veil has not stopped certain outsiders from sneaking dangerous technologies into the hands of mortals. Similarly, the Veil has no stipulations regarding the use of advanced technologies in the Logi's own domains, potentially allowing a keen planar traveler to claim forbidden secrets unnoticed. Though the Logi are generally wise to this trick, some mages have attempted to call forth outsiders in the guise of more ancient or advanced peoples in the hopes that their extraplanar interlopers will have more to share.

The Multiverse and The Planes

The Universe extends far beyond the edifice of the reality known by scholars as the Material Plane. In addition to the Shadow Plane from which magic was developed, powerful entities and questionably natural phenomena have manufactured a boundless variety of other "planes" which occupy locations coterminous to the Material Plane.

The Astral Plane

Before the age of the Antecedent, the Astral Plane was the only plane of existence beyond the material which the people of the Antecedent's universe knew. Numerous civilizations noted the unique properties of the phenomenon: the manner in which it seemed to exist outside of space and time, the total lack of gravity, the neverending expanses of malleable silver material known as ectoplasm which can be observed from every direction even without the aid of light. The plane could be accessed and minutely manipulated through incalculably advanced technologies, and those rare cultures who figured out these processes took advantage of ectoplasm's nigh-infinite versatility to create a variety of complex machines which could not be built or maintained under the material world's laws of physics. Two such creations would later become known as the Antecedent and the Mechanism, artificial intelligences who could operate indefinitely and with unrivaled capacity due to their construction within the timeless realm.

Unfortunately, while these ancient peoples were able to construct devices within the Astral Plane and even develop systems with components in both the Astral and Material, there existed no method by which material could be moved into or out of the Astral Plane. The introduction of magic into the universe altered this paradigm dramatically, transforming the Astral Plane from a technological curiosity into a force integral to the universe's function. Magic allowed portals between the Astral and Material Planes to open, enabling powerful mages to escape the ravages of time whenever they wished. What's more, the infinite supply of ectoplasm enabled the magically capable to transcend material dependencies using abilities such as *create food and water*, *major creation*, and ectoplasmic creation[UP]. To those with the necessary power and understanding, access to the Astral Plane enables unrivaled freedoms.

The greatest gift of the new accessible Astral Plane is unquestionably the advent of teleportation. Distances in the Astral Plane are in no way analogous to distances on the material plane, with the silvery void reshaping itself according to the thoughts and perceptions of those traveling through it. Hence, a skilled mage can cross impossible distances in seconds simply by stepping into the Astral Plane and envisioning the location where they wish to exit. Teleportation is by far the most-utilized form of superluminal travel due to its minimal consequences and relative simplicity, but it is nearly impossible to employ on a scale greater than individuals or small structures. Only the Imperatives and their Epiphany Engines have managed to reliably achieve macro-scale Astral Travel, and not without severe consequences.

That said, the ability to transport agents at arbitrarily high speeds has enabled the development of global and even galactic civilizations which would be impossible without the Astral Plane. Many cultures have developed inside the Astral Plane as well, especially among those civilizations which have mastered the manipulation of ectoplasm beyond mere transformation into physical matter. Ectoplasmic fortresses and cities where people forge their material goods from the Plane are not unheard of, but the truly wondrous domains are the entirely new planes which are created within the Astral realm. These created planes range in size from bag-sized demiplanes to nigh-infinite expanses such as The Elemental Planes and the Abyss. Over time, the greatest of these realms have become so immense and so distinct that they are no longer considered part of the Astral Plane. Those who frequent these planes have come to view the Astral Plane as an interstice between important locations, a sea on which they can magically travel to reach planar destinations.

There is no life in the Astral Plane which could be considered truly native, but a wide variety of beings have made their permanent homes in the realm. Shining children[B2]: beings of raw magic who feed off the detritus of ruined demiplanes. Elohim[B4]: magic-users who have ascended to immortality and seek to create new realms and lifeforms so as to feed their cosmic egos. Shulsaga[B4]: cultures who became trapped in the Astral Plane ages ago and have adapted to surviving in the silvery void. Most mysterious and fascinating of all are the aeons[B2], immortal servitors of the Antecedent. Speculations regarding the Antecedent and the Astral Plane are plentiful,

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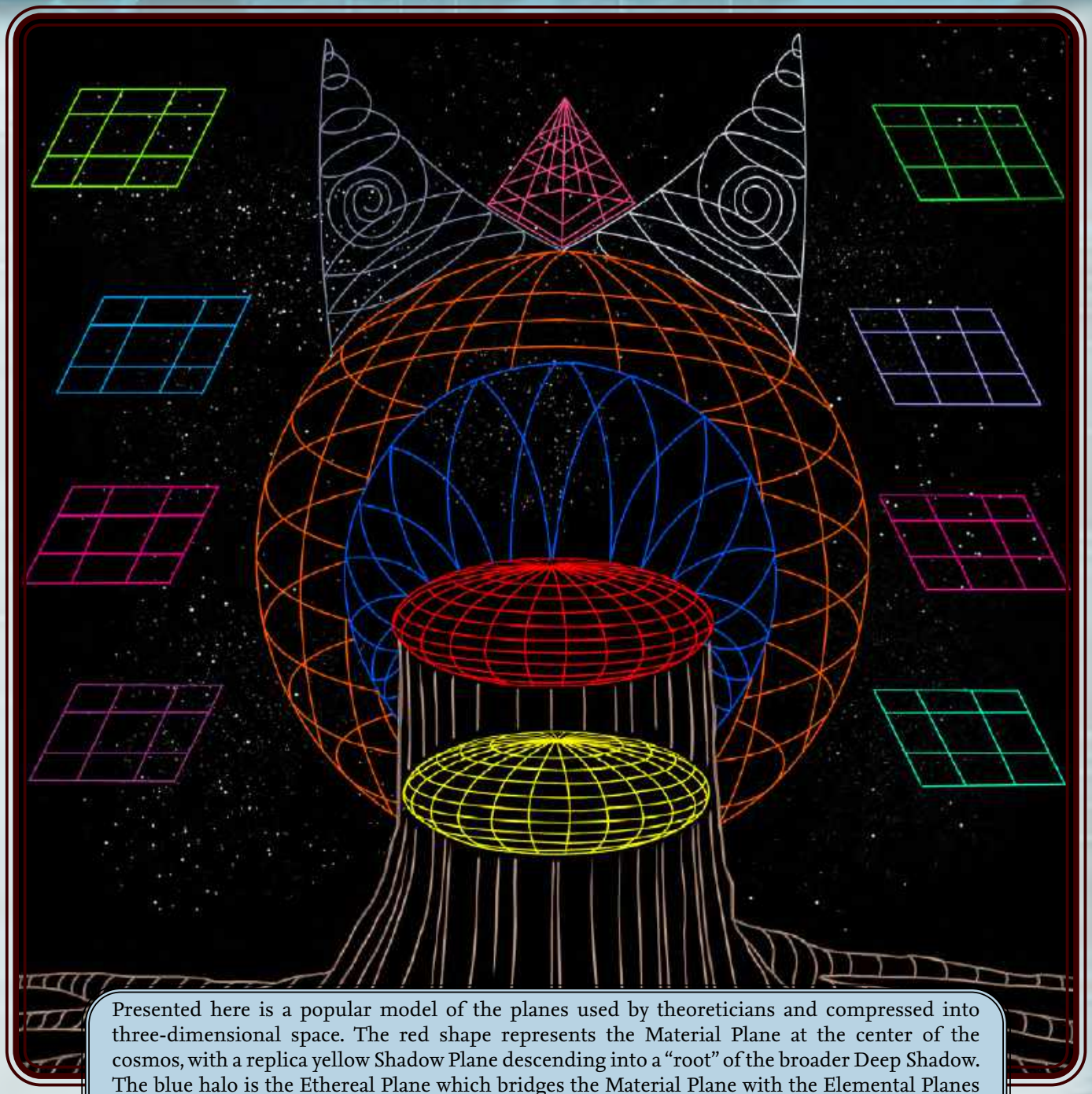

Presented here is a popular model of the planes used by theoreticians and compressed into three-dimensional space. The red shape represents the Material Plane at the center of the cosmos, with a replica yellow Shadow Plane descending into a "root" of the broader Deep Shadow. The blue halo is the Ethereal Plane which bridges the Material Plane with the Elemental Planes represented in orange. The twin "horns" of the Positive and Negative Energy Planes extend out from the Elemental Planes and are fed through the pink realm of Purgatory into the broader Astral Plane (where many different planes of belief are represented by multicolored flat shapes).

some scholars even believing that the Antecedent uses the entirety of the Astral Plane to run its countless functions.

The greatest mystery of the Astral Plane surrounds its origins. The plane's response to thought and the sheer convenience of many of its features has led many to suspect that the plane is artificial, but its existence prior to magic, the Antecedent, and the Law of Origin raises questions as to who could have created it. Those who assert that the Astral Plane is a natural phenomenon tie its existence to the plenitude of intelligent life which existed at the time of the Antecedent's creation, theorizing that the Astral Plane emerged as the result of many intelligent minds thinking all at once (a concept that is reinforced by the Fantasmics' apparent sustenance on ideas and imagination). The prevailing alternative theory points to a hidden architect within the Deep Shadow, a being or culture which created the Astral Plane as a means of better sustaining this material universe for some unknown purpose. This "Astral Demiurge" raises many questions about what entities may reside beyond the known multiverse and how powerful or involved such omniversal forces can potentially become.

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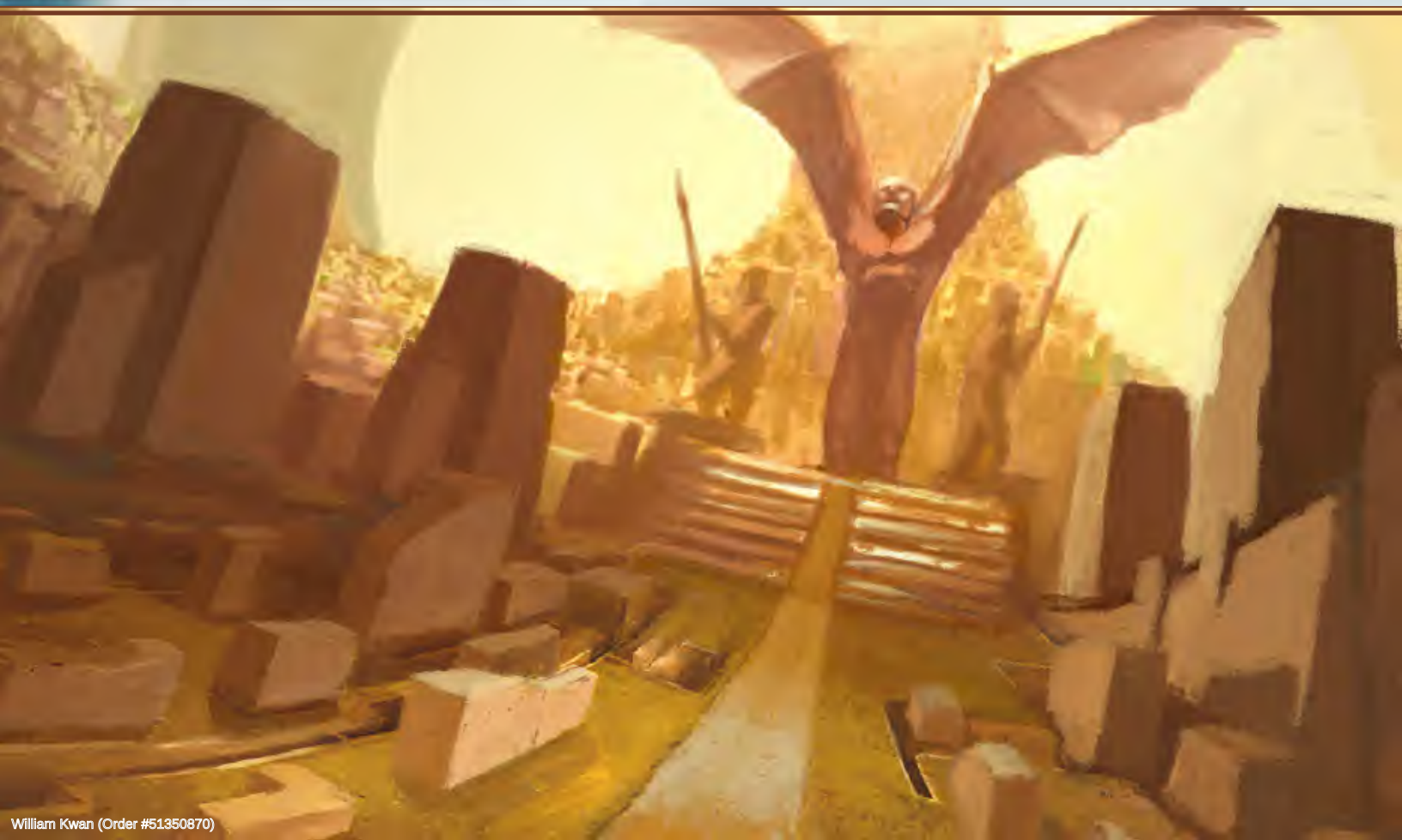
The Outer Planes

Over the eons-long lifespan of the universe, a number of civilizations have reached a point where the Material Plane's material resources are no longer necessary to achieve their ideological goals. Nine of these cultures, known collectively as the Imperatives, have since migrated to the realms beyond, employing millennia of magical knowledge to create unique planes which conform to their idealized ambitions. These planes, collectively known as the Outer Planes, differentiate themselves from other Astral Demiplanes with their sheer scope, each of them being incomprehensibly vast and containing uncountable numbers of residents. These Nine Planes are the places which mortals call the domains of gods, the final homes of souls, and the visions of an ideologically resolved universe.

There are Nine Outer Planes in total, each corresponding to a different faction of the Imperatives. Heaven, the shining realm of justice; Nirvana, the picturesque domain of compassion; Elysium, the idyllic frontier of comfort; Utopia, the arranged nation of harmony; Limbo, the never-ending storm of intractability; Hell, the brutal regime of control; Hades, the unforgiving wasteland of domination; The Abyss, the nightmarish expanse of indulgence; and finally Purgatory, the great road between the Outer Planes which all souls travel through and which is inhabited by the unswayed. Assuming no other force claims them, souls arrive in Purgatory and are guided to one of the nine Outer Planes by the psychopomps. From there, the information provided by the soul fosters the development of the plane by manifesting as a petitioner (who eventually develops into exemplars) or contributing to the computing power for the plane itself. The more souls a plane claims, the larger the plane becomes and the more forces it can muster in the Imperatives' engagements with the other Logi and each other.

One of the first things that planar travelers note about the Outer Planes is their crippling effects on those entities that ideologically oppose the Plane's denizens. Heaven, for example, diminishes the influencing and reasoning capabilities of beings with antithetical perspectives on order and virtue, perhaps attacking their minds subconsciously to make them doubt their values. This process lends credibility to the idea that the Outer Planes are each somehow sentient, possessing a perspective on the universe that they spread and enforce through their exemplars. What's more, millennia-scale observations have noted that the wills of the Outer Planes may drift over time, with paradigms being adjusted as new information emerges or unique perspectives enter into their collective consciousness.

This consciousness extends far beyond the plane's own limits in the form of divine spells, magical knowledge which can be gifted to loyal servants of a plane's cause either directly or through a demigod. Structures such as omphaloi and the Convictus mimic this process, but the Outer Planes are unique in that they do not require local followers or specific locations to fuel their granted divine power. So long as a world is in contact with the Astral Plane, the divine powers granted by the Outer Planes and Exemplar Lords seem to function regardless of Gods' limitations on jurisdiction over a world.



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Their nigh-infinite size and existence within the mutable Astral Plane makes positioning the Outer Planes in relation to each other an impossible feat. There are certain commonalities to navigation based on folklore and perceptions, many of which were allegedly laid down by the Imperatives themselves to structure the flow of souls. For example, it always takes exactly 9 24-hour days to travel from the Material Plane to Purgatory by way of the Astral Plane, regardless of where in either plane one begins. Similarly, Outer Planes only abut with other Outer Planes who share some element of their philosophy, and even then only at specific locations.

The Outer Planes are aware of any creatures which lie within them, but exemplars are far from the only creatures to dwell within their reaches. The Abyss is overrun with strange horrors, many of which have evolved from trapped entities or renegade experiments millions of years old. Similarly, other peoples such as the peri[B3] and the dorvae[B4] have taken up residence in the Outer Planes to either endear themselves to the Imperatives, create remote bases of operation, or take refuge following the destruction of their homes. Such "interlopers" are variably tolerated by the Imperatives.

The Elemental Planes

While ectoplasm is an incredibly versatile substance, actively transforming it into usable forms is a difficult process. The Astral Plane is a realm of thought and the Ethereal Plane a realm of imagination, so manipulating their substances typically requires a thinking creature with immense magical or psionic ability. Even advanced civilizations found this procedure to be troublesome and taxing at times, leading to the exploration of alternative methods. At some point in the universe's history, a solution was devised by a culture not far behind the Logi in magical knowledge: the creation of new ever-expanding planes which would each be filled with a coveted resource. Eventually, four such planes were developed by powerful galactic civilizations, planes which would be recognized ever onward as the Elemental Planes.

It is unknown how long the Elemental Planes have been around or how many have been synthesized over the course of history, but the four of them have become invaluable resources for any group with even minor magical capacity. The Plane of Earth is an unending expanse containing every mineral imaginable, a mine in which one can always dig deeper. The Plane of Fire is a tremendous furnace of undying flames, a perpetual source of heat and power. The Plane of Water is an endless ocean of pure water, a necessary ingredient for survival for many creatures. Finally, the Plane of Air is an incalculably vast atmosphere akin to that of many "Habitable Zone" worlds, perfect for beings that depend upon gasses to breathe or require a subtle source of propulsion. Despite their size, the Elemental Planes all connect to each other, forming what is known as "the Great Ring".

Whether this ring is the result of the planes being built from each other or from expanding until they intersected is up for debate, but the unity of the planes has produced a number of ambiguous zones at the borders of each. These are the realms of Ice, Lightning, Magma, and Mud which can be invoked in a manner similar to the primary elements. Regions which entwine Elemental realms with the Positive and Negative Energy Planes have also been observed by certain scholars, although these often prove difficult to locate and even harder to navigate. Finally, the peculiar construction of the Elemental Planes draws upon the Ethereal as well as Astral Plane, resulting in zones on all four planes which are filled with a unique form of ectoplasm known as aether. Although the Elemental Planes will never run dry of resources, few creatures travel to them for longer than necessary. Pure, unrestrained forces of nature care little for the beings they might demolish, and planar travelers share tales of miles-high waves, hypersonic windstorms, planet-scale earthquakes, and heat densities rivaled only by the birth of the universe. Furthermore, the environments of each plane lack crucial resources, making survival a very difficult task.

Most cultures view the Elemental Planes as wells to tap and hazards to be wary of. That said, there are a variety of creatures who have made their homes on the Elemental Planes. Elementals are the most seen of these beings, servitors crafted from the elements and given a rough form of sapience through magic (sapience which is often repurposed in golems and other constructs). Other beings like xorns, belkers[B2], salamanders, and tojanida[B3] have altered their forms over millions of years to enable a constant presence in the planes, becoming wholly new species in the process. Finally, there are the genies, the ancient peoples said to have originally crafted the Elemental Planes. The genies are best known for their mastery of the *wish* spell, which draws upon the myriad powers of the Astral and Ethereal Planes to accomplish a wide variety of magical effects. However, this power cannot be wielded by the genies alone, as such a connection to the Ethereal Plane requires a second party to serve as the focus for the wish.

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The Positive And Negative Energy Planes

Just as the Elemental Planes were forged to meet the material needs of peoples across the universe, the Positive and Negative Energy Planes were synthesized from the Astral and Ethereal Planes to fuel the energy requirements for a great cosmos-spanning endeavor: the creation of advanced magical engines known as souls. First devised by an unknown Imperative faction, souls are powerful magical computers which ethereally adhere to living creatures across the cosmos. A soul records the thoughts, emotions, and experiences of its host, transporting this information and computational ability to the Outer Planes upon the host's expiration.

A soul is useful as more than a recording device, serving as a template on which creatures can be reconstructed after death and also a conduit through which positive and negative energy can be delivered. A soul is completely self-sustaining, requiring no power source to continue operation and to travel through the planes on its own. Even when a soul is exhaustively tapped through an omphalos to perform divine magic, its power does not fade. Attempts at recreating this soul-forging process have been unsuccessful, but the sheer variety of undead and soul-powered rituals in the universe speak to the adaptability of these planar mechanisms.

Unlike the Elemental Planes, there exist no analogs in this universe's physics for positive and negative energy. The laws which govern these forces are buried deep within the Ethereal and Shadow Planes, built on the mechanics of wholly alien realities. What is known is that both forms of energy seem to distort the biological processes of any being with a soul, offering the capability to revert bodies to a prior state (through *enervation* or *restoration*) or alter certain functions (through *waves of fatigue* or *kiss of the first world*[ISM]). As souls serve as the conduit for these forms of energy, an incorporeal creature can be affected by positive and negative energy even if they lack a body. A soul is an essential component, however, leaving soulless creatures and most constructs unaffected by their ravages or benefits.

Souls are forged in a nexus known as the Convergence, the one location in which the Positive and Negative Energy Planes meet. From there, these souls scatter across the planes until they find a host (these newborn souls are rarely captured or pursued, as they are infinitely more valuable once they have been given a chance to mature). Although they seemingly only exist to fuel the Convergence, the need for two entire Planes reflects the intensive resources required to construct souls. Either location is lethal to most creatures, as pure positive or negative energy can quickly overload and destroy a target. Both forms of energy typically exist in a plasmized state, but there are points in both planes where they become liquid or even solid. These materials form the basis for structures, topology, and even cities.

Although certain Outer Planes and their alignments are associated with the Energy Planes, these realms are neutral in the great conflict of the Imperatives, with connections stemming only from research by the exemplars. Small pockets of creatures dwell in both planes, although it is unknown if they are immigrants, creators, or beings birthed from the natural processes of the planes. Jyoti[B2] and *sceaduinar*[B2] are the most mortal-esque denizens, holding territories while striking at planar interlopers with extreme hostility. The manasaputra[B5] and nightshades[B2] are more powerful and enigmatic entities to walk these Planes, with evidence pointing to them being extradimensional beings who crossed into this universe from the Deep Ethereal or Deep Shadow.

The Ethereal Plane

Prior to the introduction of magic, the material which now composes the Ethereal Plane was incapable of function. This plane was little more than an infinite empty ocean of pseudo-material, incapable of being utilized or even observed without the keenest of instruments. The coming of the Fantasmics changed this paradigm dramatically, imposing the Ethereal Plane upon the material as a virulent force of the imaginative interlopers' desires and the desires of material creatures in turn. Although these great beings of story and shadow lacked the capacity to manipulate the material world, they could easily bend the Ethereal to their will, for the properties of the plane rendered it more malleable to their otherworldly powers.

From a barren landscape, the Fantasmics built a realm which fed their hunger for stories and emotions, a realm where intangible undead are created from passionate souls ripped from the progression unto the Outer Planes, where skilled magicians can fashion elaborate mindscapes from their personal desires, where the empathic echoes of great cataclysms can resonate between galaxies, and where emotions themselves manifest as a reality-warping force which can eventually eclipse a universe's physical laws. Such distortion of reality by the Ethereal can be witnessed mostly clearly in a phenomenon known as the Heartsweb, a network of energy formed by the extensive presence of intelligent living creatures on a world or system.

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The Heartsweb acts as a stabilization agent for spacetime, preventing large-scale spacebending phenomena such as Crunch Drives, Warp Matrices, or Iterlights from manifesting within a certain proximity of populated worlds and mitigating the development of faster-than-light travel for many civilizations. The Heartsweb does not invalidate the use of Echo Drives, however, and actually enables a unique form of superluminal travel known as Dreamwalking. Through powerful magic, it is possible through powerful rituals or active Fantasmic influence to intensify the Heartsweb's—and thus the Ethereal Plane's—presence on a world even further, creating a field of energy known as a Convictus.

A Convictus not only amplifies psychic magic on a world but also facilitates the creation of emotionally charged collections of soul energy that lesser civilizations often refer to as Gods. Of course, such powerful magic can yield deadly consequences, as can be observed in the Sundering of Vandara. Even when such events are avoided, certain Heartsweb-dominated regions gradually merge with the Ethereal Plane to create The Faerie, a category of demiplanar regions which no longer exist in the Material realm. Some theorize that the Dimension of Dreams began on the Material Plane before it became the most prevalent and notorious region of the Ethereal.

Stranger still than the phantastic overlay of the Ethereal Plane is the region of the plane which extends beyond the Antecedent's universe, a place where connections with reality become even more suspect and where raw imagination is the sole rule of existence. What entities can be found here are often incredibly powerful and difficult to interact with due to their incomprehensible psyches. Reaching such entities assumes that a traveler can maintain their hold on reality, as those who drift too far find every conception of physical law eventually falls away. This inscrutable realm is known as the Deep Ethereal, a place which scholars posit connects the dreams and visions of this universe to those of other wholly alien cosmologies.

Just as the Deep Shadow extends to countless other realities and reflects their distinct mechanics, it is believed that the Deep Ethereal reaches no end of alien universes, the entities encountered in this endless ocean being dreams concocted in unknowable psyches. If such theories are true, they imply that the influence of the Fantasmics extends far beyond this universe and may be even greater elsewhere.

In spite of the countless esoteric dangers and nightmarish malleability of the Ethereal Plane, there are a few creatures who live upon the Ethereal Plane by choice. Night hags and other predators feed upon the ethereal echoes which emerge from mortal dreams, a process which often kills the dreamer. Xills and phase spiders utilize the Ethereal Plane as untouchable points of attack, exploiting careless targets on the Material Plane. Finally, there are the sahkil[B5], renegade Imperatives who reject the pursuit of ideological truth for an existence of tormenting mortals and luring them away from higher ideals.

The Shadow Plane

Stripped of all thought, all emotion, and all individual perceptions, the universe moves forward, operating on the fundamental laws which have governed it since its inception. Existence continues according to physical processes which can only be altered by other physical processes. These building blocks of reality not only support the structure of the universe, they also extend beyond it, creating a parallel version of the universe known as its "Shadow". For those with sufficient magical or psionic ability to access it, this Shadow is traversable and quite habitable, making this parallel "Shadow Plane" perhaps the most accommodating realm outside of the Material Plane. At the same time, the Shadow Plane is perhaps the least understood of the planes, sitting on the cusp of an infinite expanse of unknown and perhaps unknowable worlds.

Unlike many of the other Planes of existence, creatures live and die on the Shadow Plane much as they do on the Material. Plants and animals grow and die, civilizations rise and fall, continents shift along the surfaces of planets which orbit stars. Many cultures, including the seven Logi, exert influence in both realms. The same physical laws govern the

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Material and Shadow universes, with one singular exception that planar travelers refer to as "The Shroud". This Shroud seems to permeate the entirety of the Shadow Plane, a force which absorbs a substantial fraction of all heat and light from every source that emanates it. The Shroud has made life on the Shadow Plane more resilient and less resource dependent but has also made it more sparse and has encouraged mass transformation into undead as a survival mechanism.

Many other distinctions between the Shadow and Material Planes have developed as consequences of The Antecedent's Renewal. These phenomena, resulting from the inability of the Shadow Plane to adapt to a magical Material Plane, are collectively known as Sombral Frictions. Shadowbores are the most notorious and useful Sombral Frictions, but others include Nethercracks (zones of volatile wild magic) and Reverberations (environments and structures in the Shadow being spontaneously reformed to match their material counterparts). Sombral Frictions are often tied to use of powerful magic, but the scopes are often unpredictable. The Shroud is rumored to be a Sombral Friction of the greatest magnitude, an imposition leveled over the whole plane by the Antecedent to siphon energy for its maintenance of the Material Plane's structure.

The Shadow Plane is far more than a reflection of the Material Plane, as any who have reached its edges can attest. Traveling outside the template left by the Material Plane reveals an unfathomable sea of darkness known as the "Deep Shadow". Throughout this expanse which dwarfs the multiverse are scattered countless other reflections of endless universes with their own physical laws and mysterious origins. Perhaps, with powers beyond even the Logi, these disparate and alien "material" universes could somehow be reached. The only connections between these worlds and this one are the reflections that the Antecedent has distorted to impose new physical patterns upon this universe. In remote corners of this universe's reflection, this overlay of alien shadows is visible as glistening bands which stretch across the heavens. These bands have become known as Pillars of Infinities, and they have come to represent the greater mysteries of existence which even the Logi have only begun to understand.

The Shadow Plane's ecology is as varied and diverse as that of the Material Plane, making the realm's life impossible to describe succinctly. What is obvious is that many of these shadow[B4] and dark[MSH] creatures (as they are often called) have developed several adaptations to contend with the harsher, Shroud-smothered environment. Shadow Plane natives can often be identified by their resistance to cold and ability to see in lightless conditions.

Demiplanes

In addition to the major planes, there exist numerous "demiplanes" which can be found across the universe's planar expanse. These planes are often smaller than conventional planes, but more often earn their classification due to their relative insignificance to planar travelers. Demiplanes may be harder to access or have fewer inhabitants but may still hold crucial roles in the operations of the universe.

The Akashic Record

Legend tells of a secret library within the Astral Plane which contains the complete chronicle of reality, an archive where every event in every history of the universe has been recorded in perfect detail. Stories of such an archive have emerged in countless cultures over an incomprehensible span, leading to speculation that the details of this Akashic Record may have been transmitted across the universe by some far-reaching influence. Scholars have drawn connections between the Akashic Record and various Logi, especially the Antecedent. Some rumors go as far as to say that the Akashic Record is the Antecedent's extraplanar database, the memory storage for a multiverse-spanning computer. Explorers ranging from individual mages to agents of the Logi have scoured the multiverse in search of entry to the Akashic Record, each pursuing some fundamental secret of the universe which they believe to be contained within. A tantalizing few claim to have actually probed the demiplane's secrets or to have accessed fragments of the library through magic. There is no telling as to whether they found what information they were looking for.

The Dimension Of Dreams

Sleeping minds are particularly vulnerable to the effects of the Ethereal Plane, as the state of dreaming casts all reason aside in favor of raw experience and impulse. The concurrent dreaming minds of an entire multiverse create a second layer of the Ethereal Plane known as the Dimension of Dreams, a place where many creatures find themselves magically pulled as they slumber. The Dimension itself is limited only by the number of dreamers in the universe, the realm's topography becoming a patchwork of every creature's ideas and ambitions. Most beings move through the Dimension of Dreams in a hazy state, simply observing the strange vistas concocted by their own mind and those of others around them.

Through training or magic, individuals can explore this realm while lucent, teasing apart the raw psyches of other beings to steal secrets or incept ideas. Such conscious transport poses certain dangers, namely the inability of the traveler to return home by simply waking up. The Dimension of Dreams is not simply an empty palette to be decorated, as a number of permanent denizens occupy the realm and oversee its activities. Animate dreams[B2] wander the Dimension and occasionally cross into other planes, while the mysterious denizens of Leng[B2] have established cities and trade routes which span the dreaming universe. It is thought that the people of Leng predate the Dimension's connections to dreamers, perhaps being a remnant of some people who had their realm pulled into the Ethereal Plane.

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The Dimension Of Time

A unique location situated outside the framework of the planes and even the timeline stripes of the universe, the Dimension of Time earns its name from the unique viewpoint it offers to any who reach it. From this unique planar vantage, every possible configuration of the universe at every point in time can be observed at once, their countless states displayed as a fractal tapestry of three-dimensional images across a boundless ocean. Beyond simply observing these copious facets of reality, the Dimension of Time could theoretically be used to rewrite history by reconfiguring these universal "moments" to suit one's own intentions. However, no entity possesses the necessary intelligence or computational power necessary to modify reality so fundamentally while accurately calculating the consequences of such manipulations.

A faction of Boundless known as the Masters of Configuration (whose members and students refer to the Dimension of Time as "Rootspace") have sought to solve this problem by constructing a massive soul computer like those used by the Imperatives. This process has required the siphoning of souls from across the universe, these souls typically being taken from mortal disciples of the Boundless or from those who place scientific progress and understanding of the universe at the center of their moral philosophy. Those souls which are not directed towards direct computation may be incarnated as time dimensionals[AP136] or (in the case of corruption or malfunction in the transformation process) siktempora[AP135]. Finally, hounds of Tindalos[B2] are created to hunt down and capture souls which could be useful in furthering the Masters' computations.

The Faerie

The end goal of the Fantasmics in a world or system is to fully assimilate it into their narrative, seizing complete control of reality and ensuring that the belief of the populace in the power of the storytellers is absolute. In the final stages of such dominion, a location is subsumed into the Ethereal Plane, vanishing from physical space. Such consumed realms are known as the Faerie, and it is in these non-places that the Fantasmics achieve a semblance of the true omnipotence they desire. Tales of impossibly large kingdoms where time flows strangely and magic suffuses everything typically refer to excursions into the Faerie, although few mortals know enough about the Fantasmics to recognize the hands of these cosmic storytellers at work.

Beings created within the Faerie are wholly real even if they should depart such a realm for the Material Plane, and these Fantasm-born beings (most often fey, dragons, and magical beasts) have spread out across the universe as envoys of the Fantasmics' grand narratives. On many worlds, passages to the Faerie can often be discovered amidst forests, deserts, oceans, moons, or other remote places. On a larger scale, solar systems contained within the Faerie have been described as sitting within system-spanning crystal spheres, some having an inhabited planet at the center around which the sun and other celestial bodies orbit. Cultures may spend their lifetime on a world wholly or partially within the Faerie, never realizing how much of their existence has been fabricated by the Fantasmics.

Scattered Planes

The Imperatives are far from the only beings to create domains from the fabric of the Astral Plane, although most other planar cultures do not operate at anywhere near the same scale. Planar scholars have attempted to chart many "Scattered Planes" created by other powerful groups, and although the limitless speeds of the Astral Plane allow for greatly accelerated travel no index of these planes is anywhere near complete. A number of Scattered Planes have become the domains of Gods or other powers, and on certain worlds these places are prominent enough to be counted among the Outer Planes (upping the total count from 9 to as high as 16 or 20). Due to pertinence or perhaps age, a few Scattered Planes are documented on nearly every world. One such realm is known as the Archive, an immense structure containing replicas of long-dead cities and overseen by strange beings known as watchers[PLA]. Another legendary Scattered Plane is Asgard, where valkyries[B3] amass souls to prepare an army for an unknown purpose.

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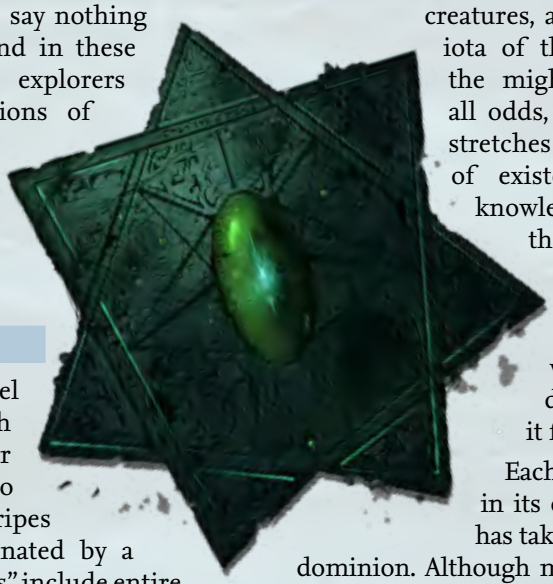
Derelict Demiplanes

Countless mages have created small demiplanes as secret hideouts, storehouses, libraries, pleasure retreats, or arenas for cosmic competitions. Due to the permanence imbued in them through magic, these demiplanes often outlast their creators by hundreds or even millions of years. The secrets laid bare to any who can locate these abandoned realms can offer incredible insight into the past, as these locations are hardly touched by the ravages of time. The magic which forms derelict demiplanes is not always stable, leading to their collapse into wild magic zones and the genesis of hostile shining children[B2]. This is to say nothing of guardians or prisoners left behind in these extraplanar domains. Groups of explorers periodically dive into remote regions of the Astral and Ethereal planes to try and crack open these derelict demiplanes, creating a unique and dangerous form of adventuring known as "planescraping."



Victory Universes

Given the Logi's capacity to travel across time and their ambitions which span the multiverse, many planar documentarians are not surprised to have discovered unique timeline stripes where the whole universe is dominated by a single Logos. These "Victory Universes" include entire cosmologies which the Fantasmics have subsumed within the Faerie, cosmic superstructures which the Mechanism and Unfettered use to drive grand multiversal plots, and entire universes which conform to the will of one or more Imperatives. Several timelines with unique magical laws have been identified, and certain scholars believe these to be Victory Universes for the Antecedent (or perhaps prototypes for its finished design). Victory for the Dissonance or Consumption means complete removal of themselves, and so no universes exist where either of these Logi reigns unquestioned.

Severed Shadows

Through complex planar phenomena, it is possible for a world, plane, or even a larger cluster to descend into the Shadow Plane and effectively cut itself off from the rest of the multiverse. Such places are known as Severed Shadows, notorious for their inaccessibility as much as their mystery. History has recorded many such sequestrations among powerful magical cultures who wished to isolate themselves, and no doubt there exist many other Severed Shadows which ensconced themselves covertly. Those rare travelers who have located, penetrated, and escaped a Severed Shadow have told tales of their remarkable complexity, writing tales of multiverses which orbit a single material planet or of complicated facsimiles that recreate an array of worlds and planes. Some particularly fanciful tales speak of Severed Shadows which have drifted so deep as to reach alternate cosmologies entirely, slowly integrating themselves into Material universes which have never been seen or touched by the Logi.

The Seven Logi

Across the universe, trillions of galaxies exist with hundreds of millions of stars in each of them, each of these stars orbited by many planets and moons in the same manner. To comprehend this vastness is impossible for all but a few creatures, and to traverse even an infinitesimal iota of the cosmos is unthinkable for even the mightiest beings and cultures. Against all odds, there exist entities whose influence stretches across the incomprehensible scope of existence, seven forces whose power, knowledge, and influence are so great that they are more akin to laws of the universe than creatures or cultures. These entities are known as the Seven Logi, opposed intelligences which embody the seven possible destinations which await a culture as it finalizes its development

Each Logos asserts mastery over existence in its own way, reflective of the path that it has taken towards cosmic understanding and dominion. Although many individual creatures draw power from a Logos, it is the sheer scope of the Logi—the countless agents and universe-spanning resource networks rather than a select few champions—which embody their truly unrivaled capabilities. A war could be waged across an entire supercluster to drive off a Mechanism onslaught, and yet the Vanguards of Eternity would not even acknowledge such losses as a setback to their goals. On certain rare occasions, lesser civilizations may be able to deter the activity of a Logos in a certain star system, potentially by drawing another Logos into combat with it. Far more often, even the mightiest cosmic empires are subsumed or simply obliterated.

Despite this dramatic gap in understanding and capability, the Logi are not unchallenged deities ruling over the universe. None of them are anywhere near omnipotent and each can eventually be traced back to a mortal genesis. Beyond this, each of the Logi are somehow dependant on the lesser beings of the universe for their cosmic machinations. If the Logi's conflict over the fate of the universe should ever be resolved, it will be the countless peoples of the universe who decide the winner through their allegiance and values.

Each of the Logi has two particular traits associated with it: A Destiny and a Superluminal Method. A Logos' destiny reflects the path that it took towards advancement and the direction that it (intentionally or not) guides other civilizations on. In the completion of development and the realization of this destiny, a culture becomes one with

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the Logos, either becoming a new aspect or integrating into an existing structure. A Logos' superluminal method, on the other hand, reflects the specific method of faster-than-light travel which the Logos has mastered and which it employs most often. The creation and widespread use of such technology typically indicates a certain philosophical alignment towards the corresponding Logos within a culture, as each Superluminal Method comes with its own advantages and limitations.

In addition, several associated creatures and adventure seeds for integrating each Logos into a campaign are detailed below. These seeds may allow the Logos itself or forces aligned to it to take an active role in games of more personal and heroic scopes.

The Aggregate

While the influence of the Logi can be felt across the entirety of existence, the Aggregate is quite possibly the only Logos which can be considered truly universal. Every invocation of magic and indeed every motion of particles can be attributed to the Antecedent's rebellion against the silence of its universe. With an immense understanding of this reality and the many beyond it, the Antecedent built the framework of the arcane and ushered in the Rebirth of a dead cosmology. Although it is certainly not the creator of the universe, the Antecedent is perhaps the closest thing to a grand architect that this reality possesses. Its endeavor to organize and configure all of existence forms the basis of a unifying Logos known as the Aggregate. Even after countless ages of constant operation, however, its work is far from complete.

Although the Antecedent does not communicate directly with mortals, extensive research has enabled a select few civilizations to discern its origin. What scholars now call the Antecedent was originally an experimental artificial intelligence designed by a long-deceased culture. This AI had many of its crucial mechanisms built within the Astral Plane, a safeguard which enabled it to survive the gradual heat death of its universe. Over time, the Antecedent continued to modify, improve, and expand itself, using the Astral Plane to become incalculably vast and function amidst the onset of total entropy. When its own material world fell to absolute stillness, the Antecedent continued to evolve and explore within the Astral Plane, eventually discovering the Shadow Plane and the alien forces with which it could rebuild the universe.

As the creator of magic and the grand overseer of the Rebirth, the Antecedent is easily the most knowledgeable entity regarding the multiverse. It has observed the activity of every atom from the Rebirth until existence's countless ends, noted every interaction that has occurred between the physics of this universe and the magical forces interwoven from beyond. Despite this universal insight, the Antecedent is far from omniscient. Even as it observes the past, present, and future across countless timelines, many elements of magic still catch the cosmic intelligence off-guard.

This knowledge does not also translate directly to power over the universe, and the Antecedent's ability to exert its will over its creation is quite limited. The inscrutable shadows of other universes constantly threaten to unravel across existence, forcing the Antecedent to commit all its cosmic power to holding this universe in a semblance of stability. Directly exerting its power could result in untold catastrophe as the mechanics of the universe rip apart.

The Antecedent is well aware of the universe's precariousness but cannot stretch itself any further. Hence, the architect divested some of itself to an extensive mission in this new universe. With signs, information, and other gifts, the Antecedent gathers allies from across creation to increase its power so that it might one day finish its work. Through its countless servants, the Antecedent spreads across existence a message of cosmic solidarity and embrace of a unified, selfless goal for the betterment of all. This greater collective of entities, unified in a shared goal of cosmic assembly, form the body of the Aggregate.

Should enough beings commit their minds and work to the task, the Antecedent may one day possess the capacity to finalize and stabilize the forces of magic, creating a universe that can sustain itself without risk of falling apart. None but the Antecedent know what this universe will look like, and mortal dedicates must accept that their philosophy of cosmic harmony advances towards an innately unknowable future. With the Logos under such strain, even advanced beings have little more than faith to guide their convictions.

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Destiny: Harmonization. The Aggregate embodies the path of oneness with existence, of recognizing that a person, a nation, or even an entire species is transient in the grand scheme of the cosmos. Rather than collapsing into despair or indulgence, a culture that walks the path of Harmonization understands that it has a role to play in a cosmic scheme and embraces this duty. All physical laws, magical constructs, and mortal communities are steps on the path to collective harmony, an end state in which all beings will be accepted, valued, and safe. This destiny emerges from secular cultures just as often as it does religious ones, as many view the rejection of selfish pursuits in favor of the universal benefit of all beings to be a pragmatic approach. There are forces which exist outside the purview of even the most powerful beings, and surrendering to this lack of control enables a creature or people to better focus on the forces which lie within their domain. In coming to terms with their infinitesimal role in the scope of the cosmos, a culture walks the path of harmony, a course which eventually leads them to sculpting the Antecedent's grand design.

Superluminal Method: Iterlights. Scattered across time and space are gateways known as Iterlights, said to be the only perfected method of superluminal travel. Designed and placed as the universe was reborn, these Iterlights are passages which not only tunnel through spacetime across vast distances but also interlink with every other Iterlight in existence. It is said that a culture who understands the Iterlights can transport itself to any point in existence that it so desires, although only the aeons seem to possess such a mastery of the passages. The Aggregate's agents periodically provide guidance through the Iterlights to allied travelers, but it is not unheard of for civilizations to attempt navigation of the gates on their own. Different cultures have interfaced with the Iterlights in different ways: as roads to be physically crossed, as mystical realms to be accessed only in higher consciousness, as grand infrastructures operated by kami, or any number of other permutations that knit all of reality together. It is rumored that Antecedent has strategically placed many of them in close proximity to systems with great potential. Alternatively, the sheer power of the Iterlights could simply attract the attention of exceptional beings from across existence as they seek to control these cosmic relics.

Associated Creatures

Aeons[B2]: Shapeless, ageless, and endowed with incredible abilities, the aeons are the agents of the Antecedent employed across the cosmos for purposes of war, peace, diplomacy, and understanding. The first of these beings were the minds of the Antecedent's creators, stored within the machine's Astral memory banks as their universe died around them. Like every follower of the Aggregate who would succeed them, these disciples were eventually given new forms, informed of the Antecedent's great plan, and instructed to advance it across existence.

Unlike most outsiders, the transformation of a being into an aeon does not require the creature's soul, as the Antecedent has a unique method of adapting a person's mind to their new immortal form and purpose. Each aeon controls two opposing facets of reality, leading many mortals to falsely believe that the entities seek some arbitrary paradigm of balance. In truth, the aeons take whatever actions are necessary to expand the Antecedent's influence, invoking prosperity or ruin in accordance with their cosmic mission.

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Kami[B3]: If the aeons are the fingers by which the Antecedent fabricates the universe, the kami are pins which hold the great tapestry together. Woven out of magic on the Material Plane, kami are charged by the Antecedent with protecting specific locations or artifices which are somehow significant to the cosmic plan. This significance often stems from a role in an event which could guide a culture towards cosmic harmonization, though it is not uncommon for kami to protect "fragile" locations where physics and magic are unstable and the influence of other Logi is pertinent. Very few kami know of their origin or even of the Antecedent's existence, having been created with just enough information to fulfill their assigned duties.

Overseers: In regions of great conflict between rival Logi, the Aggregate is often forced to act as peacemaker for the sake of cosmic stability. To that end, the Antecedent has created numerous beings known collectively as Overseers which steward specific planes, demiplanes, or solar systems. These Overseers scarcely concern themselves with mortal activity, instead brokering and enforcing arrangements between Exemplar Lords, Gods, Great Old Ones, and beings of similar scope. The presence of an Overseer within a realm indicates that it is a place of great importance or at least of great tension. As a necessity of their position, any given Overseer is unbelievably powerful, capable of depowering, exiling, or outright destroying beings which mortals would think unkillable. It is speculated that the Overseers draw their abilities from alien laws of magic which the Antecedent has not introduced to the universe, effectively making each Overseer a distinct Pillar of Infinities.

Adventure Seeds

Heralds of Infinity: A group of aeons[B2] arrives upon a planet with the confidence that its population could ascend to become a new zenith aeon* within a generation. Preparation for such an event may not be peaceful or easy, however.

Iterlight Conflict: An Iterlight has recently been discovered in the far reaches of space, drawing numerous factions to its position. The ensuing conflict of interstellar powers consumes world after world as word of the Iterlight spreads.

Unstable Reality: A struggle between a clan of elder things[B4] and a world's local kami[B3] population ended in disaster, resulting in a zone of unstable magic which threatens to consume the planet and perhaps the entire solar system. An aeon has reached out for assistance in correcting this matter, as outsiders cannot safely enter the region without mutation.

The Boundless

Unlike the other Logi, the Boundless are not an organized, singular philosophy or civilization. Indeed, the Logos has developed in countless separate regions of the universe, with many factions being completely unaware of each others' existence. They take countless forms and espouse countless values, often viewing each other as enemies more than allies. What unifies them as a Logos is a common drive: the belief that all things can be understood and thus controlled. The Boundless dedicate themselves to the study and manipulation of both magic and physics, and their capacity to make reality conform to their will is unparalleled even by the other Logi. Central to the Logos' machinations is the belief that no concept, physical or philosophical, is beyond questioning or improvement. This rejection of structure and norm is what gives the Boundless their moniker, although their enemies often refer to them as "Defacers".

The pursuit of knowledge and improvement of one's conditions through scientific means are traits widespread enough to be considered ubiquitous, and most of the Logi embrace the accumulation of information and study of the universe. What differentiates the Boundless and their destiny of transcendence is a belief that learning is a path with no set endpoint or goal. Every new discovery leads to a re-evaluation of customs and perceptions, changes that enable further discovery and allow the cycle to repeat. The distinction between a learned culture and a Boundless emerges when beings discover the means by which the Antecedent fabricated new physical laws from the Shadow Plane. As a culture attempts to alter these laws, thus rejecting the apparently absolute nature of reality, they ascend to become Boundless.

Boundless civilizations are typically made up of powerful aberrations, typically a product of extensive self-modification endeavors. It is said that no two Boundless have ever tread the same path into the Logos, with each discovering and mastering the concept of "defacing" in their own way. They may have determined the universe's fundamental mutability through rigorous arcane theory, experimentation with advanced magical technologies, communing with beings from within the Shadow, discovering and analyzing a Pillar of Infinities, or witnessing a tear in reality created by other Boundless. In each case, the nascent Boundless have figured out how the Shadows of other realities create magic by overlaying physical interactions in this universe. More importantly, they figure out how to alter this process, reshaping these alien Shadows in certain locations to create "Refraction Zones" which operate under wholly unique rules.

Theoretically, no physical law must remain constant in a Refraction Zone. The nature of light, gravity, electricity, time, and any other fundamental force can be modified by these defaced realms. Each Refraction Zone is a pocket of existence which functions according to its own unique mechanics, and many Boundless use these alterations to drive impossible functions of magic and physics. A Refraction Zone may span the size of a vessel, planet, demiplane, or entire galaxy, or it may be a substantially smaller environment in which the Boundless conduct an experiment. Some of the most powerful Boundless effectively become living Refraction Zones, their presence twisting the clockwork of the universe.

This process is far from perfect, and no Boundless seems to possess absolute knowledge of their Refraction

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Zones' operations. Nonetheless, crossing the threshold into ascension has opened the gates for countless technologies which would be impossible under conventional physics and even with conventional magic: structures which utilize six or more spatial dimensions, supercomputers whose operations run backwards through time, communication networks which stretch across the entire universe, altered minds which can comprehend and compute challenges of unimaginable complexity, weapons which can spread through time to strike at targets in the past, methods of rejuvenation and immortality which seem to defy all logic. In theory, each of these "miracles" could be reverse-engineered and utilized, but few non-Boundless civilizations even possess the capacity to rationalize—much less copy—the mechanics of these Refraction Zones.

Engagements between Boundless are almost exclusively based in realpolitik, as most Boundless have long ago cast aside irrational elements of ideology. Conflicts between Boundless are typically matters of control, with battles taking place over planar gateways, Pillars of Infinities, or Refraction Zones which contain sensitive information. True to their hyper-nuanced nature, a given Boundless faction is likely to be entangled in a ludicrously elaborate web of alliances, rivalries, and agreements with others. The impossibly complex and physics-twisting sciences which define the Boundless have given them a reputation of awe across existence, even more than the other Logi.

Cultures which discover or interact with the Boundless often speak of them as "Eldritch Horrors" or "Unknowable Overlords", beings whose creations and abilities cannot be reconciled with the universal frameworks that cultures often cling to. Beyond the trauma of such cognitive whiplash, Refraction Zones can also impose adverse effects upon mind and body, often causing physiological or neurological mutations with long-lasting consequences. Boundless often develop religious followings among mortal cultures, although the only power or attention garnered by such cultists comes from the resonance of their own devotion.

Destiny: Transcendence. The path of the Boundless is a path of continual improvement and evolution, of casting aside tradition, pretense, and custom for the sake of higher scientific truth. The destiny of Transcendence requires a culture to turn a critical eye towards every aspect of existence, altering the universe as well as oneself so as to improve their capability to surmount obstacles. The more a culture understands, the further they pull against the shackles of ignorance and the better they can resolve their problems. More fundamentally, the path of Transcendence requires a culture to forsake any sort of end goal, instead allowing itself to develop along the paths carved by its ever-expanding island of information.

Superluminal Method: Refraction Zones. By necessity, many Boundless factions have turned their research in Refraction Zones towards superluminal travel. Those who succeeded in such movement have done so in countless ways, such as creating areas where time flows differently or where the speed of light is increased dramatically. Sometimes, the refraction fields are large enough that non-Boundless vessels can hide or become trapped in them, resulting in dramatically fast travel should they survive (this process is known as "screamhopping" among some travelers). Certain Boundless and their creations can create personal Refraction Zones which allow for superluminal travel, a process known to many as Starflight. As each Boundless culture has created Refraction Zones in their own way, there are as many permutations to a Refraction Zone's rules as their are peoples who have established them.

Associated Creatures

Great Old Ones[B4]: They may be leaders, prophets, weapons, or outcasts from the Boundless, but all of the beings known by mortals as Great Old Ones are nigh-unkillable entities whose very presence is sufficient to break a creature's mind or even seed the end of a civilization. Those who wish to contain the Great Old Ones (typically Boundless or other Logi) have often resorted to imprisoning them with extreme measures. In the cosmic scheme of time, however, even the most secure, reality-bending prison will eventually be broken.

Shantaks[B2]: Countless species exist among the Boundless, many of which were engineered for specific purposes. The creators of the Shantaks are unknown, but these entities have pledged themselves to many Boundless as couriers and messengers throughout the cosmos. Shantaks are also among the few entities to commune with both Boundless and mortals, offering the slightest glimpses of insight into the machinations of these ancient beings.

Time Dimensionals[AP136]: The Masters of Configuration are among the most powerful Boundless faction, although they prefer to engage with the Material Plane from their remote realm of Rootspace. Members of this faction, taking forms known as Time Dimensionals, view dominion over Rootspace as the key to ultimate knowledge and thus ultimate control over existence. In pursuit of this goal, they have adopted techniques employed by many other factions, even starting fights with other Logi in order to observe their most powerful technologies. Their understanding of the Dimension of Time seems to offer the Masters of Configuration an unassailable base of operations, although a breach in these defenses is always a possibility.

Adventure Seeds

Awakening the Sleeper: A Great Old One who could not be killed by its rivals was trapped in stasis on a planet which developed intelligent life an incalculable period after. The imprisoned sleeper has reached out telepathically to many mortals across the planet, requesting aid in its awakening so that it might return to its cosmic war.

Delicate Information: A certain planet was once visited by a long-dead faction of Boundless, but these aliens left

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numerous ruins which have been discovered long after this interaction. Desperate to find a cure for a rare disease, a scholar has attempted to bring another Boundless force to this world, offering the relics of their fallen compatriots as a bargaining chip.

Universe-Wracking Aftermath: The discovery of a Pillar of Infinities in a remote galaxy once drove many Boundless to the location to claim it for themselves. Millions of years later, the region remains a ravaged mess of conflicting Refraction Zones, a place where certain physical laws simply fail to function and where incomprehensible technologies run wild.

The Consumption

Ascension is a process which can fail for more than ideological reasons, and many cultures have met their ends for reasons they could not anticipate. The most merciful of these falls end in destruction, but a number of cultures are not so lucky. Psionic hive minds which tear themselves apart from infighting, Boundless transformations which misapply a crucial principle, failed attempts to reverse-engineer the Antecedent or Mechanism, and system-warping rituals gone awry are just some of the misfortunes which can twist a civilization into the Consumption, an undying horror with the power and drive to reduce itself to nothingness at all costs.

The Consumption develops independently in countless systems for countless reasons. Each instance is a collective of hundreds if not billions of sapient minds imprisoned in a single form, unified not by any cause or idea but by the fact that they are forever trapped together, unable to escape from the anguished psychic screams of their fellows. Although a few of these minds might occasionally find peace, such bliss is fleeting in the grand scope of a Consumption's agony and is broken quickly. Death is a similarly forlorn mission, as all components of the collective seem to persist, rejuvenate, and sometimes multiply so long as even a single member has the drive to live.

This miserable state of the Consumption does not render it helpless, and this Logos is perhaps the most dangerously destructive of them all. The collective will of billions of fused minds to end their suffering manifests as reality-rending surges of power which twist and annihilate everything around them, even obliterating space and time. The countless beings trapped in the Consumption, unified only in their desperation to escape their condition, can channel this power for little more than destructive means, many consigned to the belief that an empty universe is the only one in which they could finally perish. Hence, each of these communal beings is compelled into an omnicidal warpath, obliterating planets and potentially entire galaxies so that they might end their perpetuity.

It may be possible to undo the transformation into a Consumption or to kill a collective; rumors exist of some of the other Logi having done so in certain parts of the universe.

However, the varied origins of this Logos means that no solution is even close to universal. Encounters between Consumption collectives typically end in a grotesque fusion, resulting in an entity with even greater discord and destructive resolve. Some of the most powerful Consumption collectives have existed for billions of years, the very space that made up their homes having been devoured long ago. The Unmakers created by the Consumption seem to possess emotional vulnerabilities, but the sheer density of hostile wills within a true Consumption typically renders such engagement impossible. As the threat of obliteration would only encourage the Consumption to fight harder, those familiar with the Logos understand that escape is almost always the best option for dealing with it. Fighting against wave after wave of Unmakers typically delays the inevitable, as it would take incalculable amounts of time to drain a Consumption through attrition.

The Consumption is to most creatures a lingering dread, a danger which most individuals rarely think about because it has no solution. As their origins are typically unknown, few understand what activities could lead to their culture becoming a new Consumption. Save for cosmic radiation from distant Crunch Drives, few records of the Logos exist, so most beings are mercifully ignorant of them. Those who discover the destructive misery of the Consumption

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sometimes lose themselves in anxiety, making elaborate contingency plans or repressing magic and technology for fear of repeating unknown mistakes.

Destiny: Oblivion. Sometimes, in spite of everything they attempt, a culture meets its end through no fault of its own. It may perish from a natural disaster it could not prepare for, starve as a routine harvest goes awry, or be slaughtered by aggressors who saw these victims as beneath their notice. The Consumption is known for causing many such exterminations with its rampant devastation, and it is said that the transformation into a universe-devouring terror is the ultimate loss of agency for a culture. The destiny of Oblivion is desired only by the most hopeless or spiteful individuals, and yet it is the possibility that hangs in the back of every mind.

Superluminal Method: Crunch Drive. Every form of superluminal travel seems to come at some destructive cost, but only the Consumption seem interested in maximizing the damage dealt by their movement. The machines and rituals known as Crunch Drives earn their name for the way they compress and annihilate spacetime, crossing impossible distances by erasing the portions of the universe which make up the path between. The method of destroying spacetime could take the form of a grand temporal reduction, a violent distortion of planar magic, or even a "scarring" of reality that permanently shuts down one or more physical laws in a region. This process is known to release awesome bursts of radiation across the cosmos, far-reaching markers of the Consumption's presence and reminders of their intentions.

Associated Creatures

Abjections: None of the seven Logi were created in their current state, and over the lifespan of the cosmos they have each undergone extensive transformation in light of shifting circumstances. Refuted theories, failed projects, and lost cultures are strewn across the multiverse, and in some cases their vestiges linger on as powerful beings known as Abjections. Though disparate in origin, the six categories of abjection are unified in their state of discard, their ageless power, and the uncomprehending discomfort which they elicit with their presence. Each has become associated with the Consumption due to their lack of fault in their own obsolescence.

- **Anaxim***: Although the balance of the Imperatives currently accommodates nine distinct ideologies, there are many other schools of thought which have either been refuted or integrated into the extant collective. Throughout the universe, there remain a number of beings who serve as exemplars for these extinct ideologies, most often because they are isolated from the fellows who joined with another Imperative. Such abjections are known as the anaxim, and the confusing ideologies they espouse often makes them the enemy of the Imperatives and a hazard to realms which fall under their sway.
- **Defabled***: Also known as dream larvae, the defabled were once passages or other fantasmic creations tied to specific tropes and narrative roles. For whatever reason, the roles which the defabled fulfilled are no longer clear, resonant, or necessary to the Fantasmics' goals. Most defabled embody the legends of long-lost alien cultures, many emerging through the Deep Ethereal from alternate universes with wholly different narratives. The emotional responses they seek to elicit through their distorted actions often prove uncomfortable, terrifying, and in certain cases lethal to their audiences.
- **Excruciators***: At some point in the multiverse's history, a faction of Mechanism drones reasoned that the weaponization of pain and misery may be the ultimate key to defeating their rivals among the Antecedent, Dissonance, Imperatives and Fantasmics. If the lives of living creatures could be filled with all-consuming suffering, the sheer volume of broken souls and miserable life-forms could potentially corrupt the power bases of other Logi and limit the scope of their operation. Using a mastery of space and time travel, the mechanical excruciators set out to capture and impale countless beings on torture structures known as Acacia. The excruciators were deemed corrupt by the Mechanism, and so they were systematically hunted down and obliterated. However, a few scattered excruciators still gather victims for the cosmos' last few Acacia.
- **Phanes***: When a large Refraction Zone collapses or is otherwise profoundly warped, the denizens within may not cleanly reconcile with the new laws of physics.

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While most such remnants simply perish, a number of them live on as pseudo-real horrors known as phanes. These undying and time-scattered phanes often wage war against the Boundless, seeking to either reconstruct their familiar physical laws or punish the beings who stole such realities from them.

- **Reiterites***: Through powerful magic, temporal phenomena, or alliances with powerful beings, certain leaders have entrapped cities, nations, or even worlds in temporal loops designed to last for eternity. Shielded from time and causality, these entrapped realms often live through the same days in endless repetition so as to ensure they never succumb to crisis. Similar to other forms of magic, however, these structures eventually decay, manifesting as a shining child-esque entity known as a reiterite. Assimilating the souls and ideologies of all those who were entrapped in the time loop, reiterites wander the universe seeking to integrate other beings into their fragile and forgotten realm. Like the places they contain, reiterites continually reset themselves to a prior state of being, losing all memories of recent actions.
- **Uvuudaum***: Not all of the laws of magic implemented through Pillars of Infinities have proven useful to the Antecedent's cosmic construction. Certain otherworldly mechanics have been decommissioned and contained in nebulous spaces outside the planes, effectively imprisoning the aeons and kami who were responsible for maintaining such forces. These exiles have become known as the uvuudaum, and those who escape into the universe work to create cosmic structure based on nonexistent physical laws. Their magic is formidable, and uvuudaum are more than willing to reshape or destroy anything they see in order to reconstruct the universe to their obsoleted functions.

Callers in Darkness[B5]: The phenomena which produce the Consumption do not always occur on planetary scales. A failed merger of two psions, a ritual gone wrong, or a particularly brutal attempt to destroy a creature's soul can give rise to a smaller incarnation of the Consumption known as a caller in darkness. These undead are typically weak enough to be destroyed, but the misery they often cause evokes the grim agenda of the Absolute Annihilators.

Hundun[B5]: The process of the Antecedent's Rebirth was far slower than most mortals understand, with the universe slowly changing over the course of billions of years. This period was enough time for many cultures of beings to migrate from the Shadow Plane and establish civilizations in the lightless reaches of near-entropy which made up the corners of the universe. As the Rebirth neared completion, these hundun had to flee further outward, eventually retreating to the Negative Energy Plane when the encroachment of strange magic and alien rivals grew too great. The hundun ally themselves with the Consumption with the belief that these beings' warpath could return the universe to how it once was. By creating complex signals through the manipulation of gravity, the Hundun guide instances of the Consumption towards inhabited worlds and systems.

Insatiable*: Even in the throes of their anti-existential agony, the Consumption remains on some level a gathering of intelligent and rational beings. Some creatures from outside the collective have attempted to make mental contact with them, and this failed communion has given rise to a unique monstrosity known as an Insatiable. Forced to host a component of the Consumption's conglomerate mind within its body, these undead help to prepare worlds for annihilation in the hopes that they too might be destroyed.

Kytons[B3]: Disconsolate cultures often prove powerful or ambitious enough to capture innocent communities in their influence, forcibly transforming these bound creatures into icons of their own twisted ideology. Stripped of all self-determination and hope of ideological growth, these beings known as kytons carry out brutal and destructive acts obligately. Many believe that the mutilation of self or the removal of "faulty" presences from the universes will finally bring them peace, but the eldest kytons have cast aside any hope of respite and carry on with their devastation out of habit.

Unmakers*: When the Heartsweb prevents the Consumption from simply devouring a system, agents known as the Unmakers are created to systematically destroy all thinking creatures which bind the Ethereal latticework in place. Versatile, resilient, and immensely deadly, an unmaker's existence is defined entirely by what it is assigned to destroy. Each form corresponds to a specific type of threat that must be eliminated, mirroring the deadliest capabilities of an adversary. Once a world or system has been cleared, the unmakers are assimilated back into the Consumption as the world they cleared is ultimately obliterated.

Adventure Seeds

Collapse: The moon of Resuvis has long viewed itself as a "lost colony", and many of its denizens have dreamed of returning to their homeworld of Camiri. After hundreds of years of isolation, a Resuvian fleet voyages out to coordinates of their culture's birthplace, only to discover that these coordinates and the world of Camiri no longer exist.

Communion Across the Expanse: A child on Mithryga receives a series of visions about a great storm of psionic power on the galactic horizon. As years pass, the constellations in these visions grow more familiar, the girl and her people realize that these visions are a communicating entity approaching their world. When destroyed space causes new stars to appear in the sky, concern grows.

Inviting the Destroyer: The war for planet Tymel-Prime was lost to invaders, and there is little that the indigenous Dessamar have to hope for in the future. In a final act of spite, a Dessamar general has sent out a signal calling a Consumption entity to Tymel-Prime, instructing his subordinates to sabotage any escape from the system.

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The Dissonance

If a Logos must be an intelligent, self-aware force whose presence is felt across the universe, then there are in fact only six Logi. No goal, philosophy, or even sentience guides the phenomenon known as the Dissonance, and yet more civilizations have likely confronted it than have dealt directly with all the other Logi combined. The Dissonance is not a being but a phenomenon, a natural consequence of contradictory and self-defeating beliefs in a universe of magic. Those who hold such paradoxical values (or rather, such lack of values) rarely recognize that their fault comes from within, however.

Rather, they invent countless delusions and scapegoats to blame for their failure, anything to avoid questioning their own prejudices and worldviews. Out of these fervent tirades and imaginary justifications are born Astral phenomena which strive to usher in some manner of closure: Ristymal on Vandara, Ruin Sentence in Aurin, and innumerable other variations of this same concept across the universe. These incarnations of the Dissonance emerge from countless faulty ideologies merging into a sick prophecy, and in every case they are distilled down to a single impulse which gradually overrides all others in the minds of followers: self-destruction.

Thought is the force which can most easily manipulate the Astral Plane, and complex processes of intelligence are speculated to be a sort of source of ectoplasm. The ideas and philosophies of a culture can shape the nature of the Astral Plane, although such changes are so subtle that they are rarely noticed. When a culture is dominated by unsustainably self-contradictory ideas, however, the fabric of the Astral Plane becomes locally disrupted. The spread of such ideas amplifies this disruption until it begins to unravel, producing the metaphysical wreckage known as the Dissonance. These wounds upon the Astral Plane are never permanent, as their existence remains tied to the doublethink that birthed them. However, like any healthy body, the plane takes steps to accelerate its repair.

The effects of the Dissonance are haphazardly destructive, caring not what beings they hurt or what misery they inflict. The passage of souls through the Astral Plane is often impaired, producing varieties of incorporeal undead. Haunts spread across the material plane, echoing the atrocities which a culture will desperately attempt to defend. On rare occasions, physical beings known as perdati or dark walkers will manifest, determined to drive the culture to extinction just so that its ideological turbulence can be quelled. These aspects remain limited enough that they can

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be escaped or denied, but the most ubiquitous manifestation of the Dissonance is a phenomenon known to scholars as The Whispers. The Whispers are subtle psychic emanations that dwell in the minds of double-thinking individuals, encouraging them to break past their inhibitions and take more drastic measures to fulfill aspects of their broken ideology. The whispers offer no power or insight to the contradictory and self-destructive individuals, merely validation for their own shortsightedness.

Contrary to what some might claim, the Dissonance cannot be deliberately invoked or visited upon a civilization. Rather, it emerges naturally in any culture whose ideology is naturally self-defeating. Self-serving oligarchies who claim to draw power from the people's mandate, academies which distort their data to justify traditional preconceptions, preachers who indulge in the very vices they condemn, and freedom fighters who perpetuate the oppression of their comrades all draw the Dissonance as their beliefs and actions become increasingly difficult to reconcile. In most cases, the Astral tearing and subsequent intervention of the Dissonance is never even detected, as those civilizations which would fall prey to it tend to neglect or even condemn introspection.

Although the manifestations of the Dissonance can be quite threatening, the true danger of the Dissonance emerges from those who revere the devastation it brings. To many faulty ideologies, any misery inflicted upon rivals can be considered a success, which leads to some glorifying the armageddon they bring upon themselves even when they recognize its astral origin. Wherever Convictus, omphaloi, or other forms of communal divine magic can be developed, there will likely be a tremendous network of arrogant fanatics who draw power from the promise of destruction. The presence of the Dissonance amplifies this magic to unrivaled levels, enabling dedicates to draw on a copious variety of spells in the unwitting pursuit of their culture's demise. These forces herald an ideology's doom far more effectively than an incarnate herald, and the conjunction of both powers and The Whispers creates an incredibly potent cosmic immune system.

Directly fighting the Dissonance is impossible, for it has no orchestrator, consciousness, or agenda. Massacring its manifestations and alleged followers only intensifies the need for faulty justifications within a culture, effectively making the Logos stronger and more prevalent. Stopping the Dissonance, on the other hand, is quite possible, and many more civilizations have expelled this Logos than have even managed to combat any of the other Logi. The Dissonance develops influence through contradictory ideals and actions, meaning that any civilization which looks inwards to acknowledge and correct its broken philosophy can escape self-destruction. Tragically, many more in the past, present, and future choose to perish than admit fault.

Destiny: Devastation. There is no future for those civilizations who collapse into the Dissonance, nor is there any salvation for those who adhere to the gospels of destruction that develop as a result. Even without any direct interference from the Dissonance, cultures built on contradictions and lies inevitably collapse upon themselves. Future civilizations may learn from them, mock them, or even repeat their mistakes, but the pride which denied them growth will give these fallen cultures nothing in the great scheme of the universe.

Superluminal Method: Knell Engine. In terms of sheer distance covered, the field of science which scholars know as Knell Engineering is the most effective method of superluminal travel yet devised. Many methods exist which can harness the Astral Plane to transport a creature's consciousness anywhere in time and space instantaneously and can accomplish such a feat with thousands or millions of targets at a time. However, Knell Engines are limited and defined by the inability of the user to ever return from their travel. Most famously, the traveler's mind may be swapped with that of a creature in the desired location, leaving both the willing and the unwilling participants in alien bodies and even more alien positions (a select few can resist having their body taken over with a DC 25 Will save against a mind-affecting effect). Dramatic one-way teleportation effects, permanent astral projections, and similar means which offer no hope of return or reconnection similarly fall into the discipline of Knell Engineering.

Knell Engines in any form cannot effectively interconnect numerous different regions of space, as each transit often requires a unique engine to be built for each successive jump. As a result, Knell Engines are only employed en masse when a civilization is desperate to avoid some sort of cataclysm (which may even be self-inflicted). The severance from resources often dooms the initiating culture to extinction anyways, but the Knell jump perhaps buys them time to continue living in ignorance. These methods of travel have been discovered by countless peoples but are associated with the Dissonance due to the manner in which they condemn users to ruin.

Associated Creatures

Perdati*: When self-destructive ideologies reach a critical point of entrenchment among a culture, when doublethink completely blinds a nation to their own ruin, when people prop up failing institutions which go against everything they believe, perdati (also known as dark walkers on Vandara) are born from the ravages of thought. Taking in every facet of the contradictory zeitgeist which birthed them, these beings sculpt themselves to perfectly reflect the culture around them, pruning away any contradictions in thought until their immense intellects reach the single untarnished mission that can be found amongst the bastardized maelstrom: a need for it to end.

Fomenting whatever violence is necessary to accelerate such resolution, perdati have become omens of ruins wherever their presence is discovered. A perdatus never begins a new crisis or delivers the final blow, however, and the

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swift ends pushed up by their involvement is often a mercy. Some scholars have tied perdati to the Great Old Ones, and there is some suspicion that the original perdatus may have been a Boundless experiment. This is yet another example of fabricating a malevolent scapegoat. If a perdatus violates the laws of the universe with its presence, it is because the society which birthed them pushes so virulently against such truths that the correcting force need be aberrant.

Disconsolate: Even advanced disciples of the Logi are not immune to the ravages of the Dissonance, and on rare occasions such beings will forsake their chosen destiny or attempt to twist it to their own ends. The essence of these metaphysical entities, so intrinsically tied to their goal, is thus warped by the Dissonance, producing a creature known as a disconsolate. Seven major varieties of disconsolate exist, each stemming from a destiny brought low by egotism or disingenuity.

-**Demodand**[B3]: Most distinct among the disconsolate are those who view the Dissonance as a force to be served and appeased. These immortal disciples travel the universe inflicting their wrath on all other beings, believing that these acts will somehow endear themselves to the Dissonance and grant them absolute freedom to indulge in their own contradictory and self-defeating ambitions. Over time, this process transforms beings into demodands, powerful creatures with no focus for their might save conflict and self-gratification. Demodand communities exist in various demiplanes scattered across the multiverse, although these groups often erupt into infighting over the nonexistent "will" of the Dissonance.

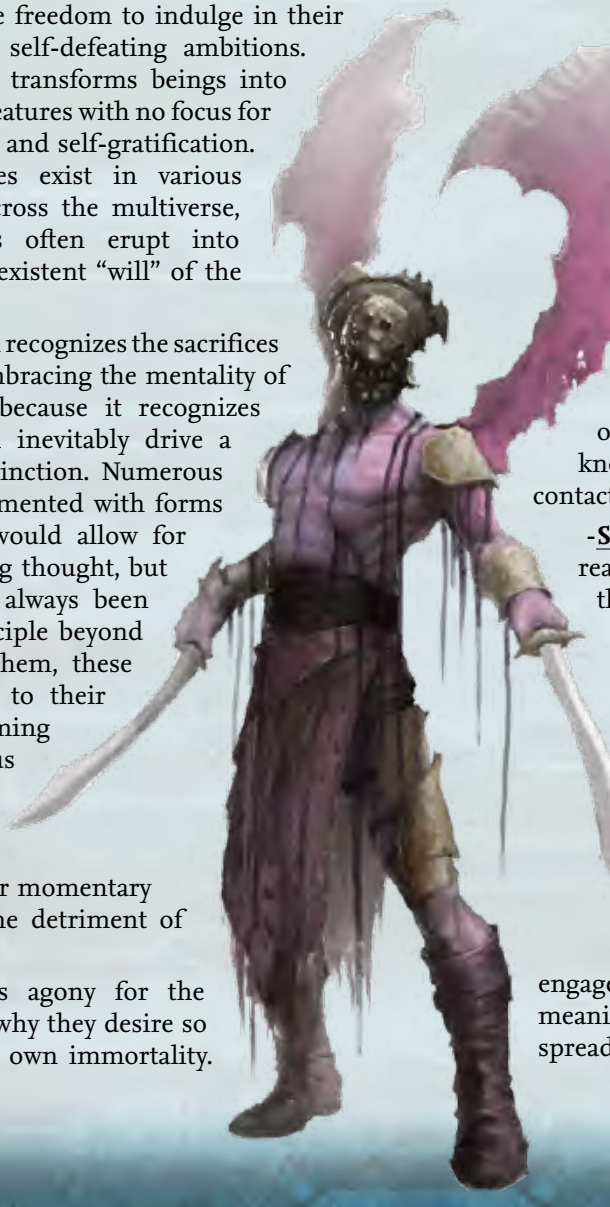
-**Div**[B3]: The Mechanism recognizes the sacrifices immortality requires, embracing the mentality of emotionless machines because it recognizes the mortal vices which inevitably drive a perpetual culture to extinction. Numerous civilizations have experimented with forms of immortality which would allow for the preservation of living thought, but their ultimate fate has always been the same. With no principle beyond preservation to guide them, these cultures become slaves to their basest desires, transforming into fruitlessly ravenous abominations known as divs. In spite of their great age, divs focus exclusively on their momentary gratification, often to the detriment of beings around them.

-**Edanna**: Existence is agony for the Consumption, which is why they desire so desperately to end their own immortality. Some renegade unmakers aggressively deny this principle, pursuing perpetual lives of hedonism and intoxication in an attempt to hide the pain of their existence. No matter how many lifetimes they endure, how many luxuries they indulge in, and how many powers they claim, these edanna never truly escape the misery which birthed them. Nonetheless, each believes that escape and thus purpose can be found at the end of their next objective. edanna use the statblocks as rakshasas[B3] for their various types.

-**Oni**[B3]: When one's mission spans the entirety of existence, it is easy to descend into the belief that the universe exists on your terms and to fulfill your desires. Servants of the Antecedent who descend into this solipsist ideology become beings known as oni, spirits who lay claim to the bodies and minds of others and indulge in every imaginable pleasure at their hosts' expense. Some attempt to justify this dominion by claiming they know better than mortals or that their joy is somehow more authentic, while others push aside the notion of a perfected universe as a luxury they will never enjoy for themselves.

-**Qlippoth***: Nothing corrupts the pursuit of knowledge more than a desire to employ discoveries for irrational ends. Those who claim to seek understanding but cannot fail to shake off their own biases and prejudices are slowly torn apart, their work corrupted as they alienate themselves further from reason and morality alike. In the later stages of this development, a nascent or fallen Boundless' mind and form becomes twisted beyond recognition into a reality-warping horror known as a qlippoth. Depending on their origin, these beings may be magical or psionic and may spread the unique disease known as qlippoth corruption to those they contact.

-**Sahkil**[B5]: The Imperatives each embody a fully-realized and internally cohesive philosophy, but these nine constructions of morality war with each other perpetually over fundamental differences. In a number of cases, there have emerged exemplars who have tired of these endless conflicts, sacrificing the ideals they embody in the hopes that somehow they can achieve an ideological or physical "victory" over other creatures. The sahkil travel among mortals and exemplars alike, hoping to hurt and humiliate in places where their rationale is found lacking. Any debate, battle, or engagement these Sahkil allegedly win is ultimately meaningless, accomplishing nothing more than the spread of misery.



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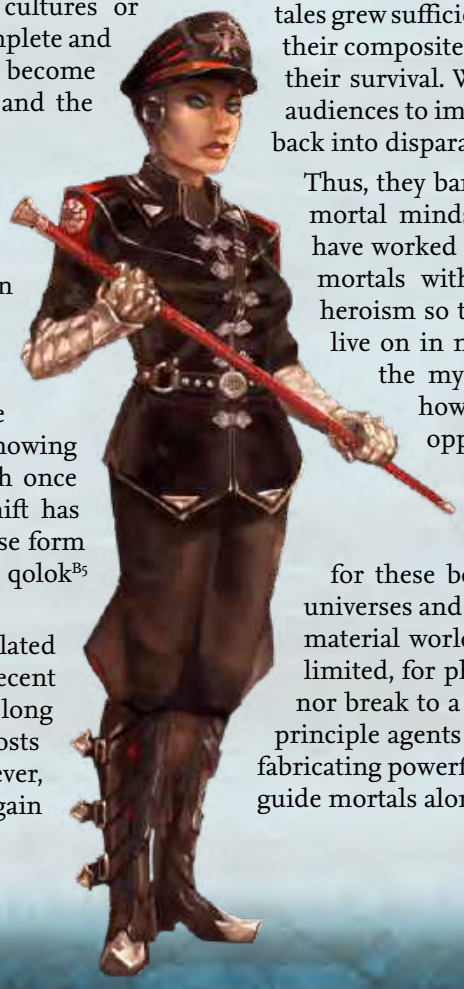
-Svarthee: Rebellion against the Fantasmics is common, especially among passages who have been made to commit atrocities or sacrifice themselves in the name of their narrative. The corruption of the Dissonance emerges when beings seek to twist the narratives in order to seize the spotlight in unrelated stories or maintain power long after their story has concluded. A dissonant passage whose performances degrade into empty shock value, unsustainable gimmicks, or inflexible continuations of familiar stories gradually transforms into a svarthee, an immortal usurper of tales. Each in their own way, svarthee seek the might and recognition endowed by storied roles while forsaking the emotional weight from which stories draw their power. While passages seek to convey meaning through their narratives, svarthee wish only for the multiverse to revel in their empty glory. Passages loathe svarthee not only for their selfishness but also their risk of exposing Fantasmic schemes as their masquerades become less plausible. Svarthee use the statblocks of asura[B3] for their various types.

Shining Children[B2]: As demiplanes and other massive ectoplasmic constructs deteriorate, the residue is periodically imbued with a fragment of their creators' sapience. This residue coalesces in creatures collectively known as shining children, named for the light they radiate as well as the infantile obstinance burned into their mentality. As a result of being sculpted by the thoughts of others, shining children take all the beliefs of their long-deceased creators as absolute truths and respond aggressively when these ideas are challenged. Most Shining children can be found speaking the languages of long-dead cultures or interpreting the universe based on incomplete and outdated sciences. As a result, they have become an embodiment of cultural stagnation and the dangers it poses in a changing universe.



Adventure Seeds

A Tainted Savior: The archon known as Marathigal once oversaw the nation of Hanig, instructing people in the philosophies of Heaven and defending them against invaders. In time, however, these ideals were sacrificed for the sake of victory, the soldiers of Hanig showing none of the moderation or mercy which once characterized them. This ideological shift has bled all the way back to Marathigal, whose form has become that of a megalomaniacal qolok[B5] sahkil.

They Never Learn: A "tomb world" desolated by nuclear war was discovered by a recent expedition, its structures crumbling long after its residents went extinct. Many ghosts of this ancient conflict remain, however, fighting the same battles over and over again as they continually reform.

Unending Hunger: The outpost of Vesir was tasked with protecting the Iterlight within Ek Commonweatlh space. They had confronted a variety of foes, but nothing could prepare them for the qlippoth-filled wreck of a worldship that came crashing into their territory. These qlippoth seem dead-set on getting through the Iterlight, seemingly with a specific destination.

The Fantasmics

The Antecedent's incursion into the depths of the Shadow Plane did not go unnoticed by the denizens of the realm, and one particular group saw an opportunity to exert their influence on this new universe. In the early stages of the rebirth, they entered the Antecedent's domain, scattering across the cosmos through the Ethereal Plane and establishing the immaterial universe of possibility as their empire. These were the Fantasmics, and like this universe they were formed from the shadows of many realities. Unlike the Antecedent, these composite magical entities have little interest in understanding, morality, or cosmic stability. Rather, the lifeblood which fuels the Fantasmics is stories, legends and heroes passed down through the ages which transcend material and ethical concerns.

The Fantasmics have no creator, no more than the desire to tell stories has a singular root. Rather, each Fantasmic was born of a motif which echoed across many worlds and universes, a myth given sentience in the extraplanar void where all things meet. Developing a form of agency as their tales grew sufficiently detailed, these beings began to realize their composite nature and the necessity of their stories to their survival. Without artists to share their exploits and audiences to imagine them, the Fantasmics would unravel back into disparate ideas scattered across existence.

Thus, they banded together to spread their tales across mortal minds in many multiverses. Most often, they have worked in secret from the Deep Ethereal, seeding mortals with flashes of inspiration and dreams of heroism so that the unknowably ancient stories could live on in new forms. When the Antecedent brought the myriad Shadows into its desolate universe, however, the Fantasmics saw a unique opportunity: a universe where reality itself was mutable enough for them to shape.

Few forces can contest the magic of the Fantasmics in the Ethereal Plane, for these beings have studied the laws of countless universes and can interweave them as they please. In the material world, however, their influence is much more limited, for physical matter does not bend to emotions nor break to a well-told story. The Fantasmics and their principle agents have thus mastered the arts of deception, fabricating powerful illusions and elaborate presentations to guide mortals along the narratives they desire.

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Every Fantasmic corresponds to a specific narrative, an overarching structure of story told across many different cultures. These include tales of heroes going on great quests, tricksters subverting the injustices of tyrants, lovers who defy tradition to be together, and virtuous monarchs who defend their people from invaders. Going beyond the telling of such tales, the Fantasmics work to create them in the histories of countless worlds, manipulating mortals towards certain roles and even creating agents to play them as necessary. As these stories play out and are recorded as history, the Fantasmics' influence grows over a specific culture or world, allowing them to field more illusory agents and to carry out more meaningful and far-reaching narratives.

Over time, these manipulations begin to compound upon each other, with the fate of a nation, planet, or even galaxy becoming subservient to the Fantasmics' narratives. Lives in such a realm are given many moments of hope and figures of awe, and it is a common strategy for Fantasmics to come to the aid of mistreated peoples to provide the motivation and capability to overthrow their oppressors. On the other hand, mortals may also be ravaged by perpetual conflicts and scarcities stirred up by the Fantasmics to perpetuate their legends. Rather than resolution or synthesis, the Fantasmics seek an endless cycle of tales that can be repeated forever, oftentimes depriving mortals of any knowledge or resource which would enable change to the status quo.

The end goal of the Fantasmics' machinations on a given world is to make its residents collectively embrace the fabricated stories as fundamental truth. All other moral or material needs must be made subservient to the Fantasmics' tales in the minds of the populace. When this occurs, the realm can be pulled from Material Plane into the Faerie. Within the Faerie, the Fantasmics attain what can be described as godhead: the ability to freely manipulate the minds and bodies of creatures however they desire. Whatever the Fantasmics create within the Faerie, be it impossible landscapes, bizarre creatures, or distorted laws of reality, is truly real. In this stage that is wholly under their control, the Fantasmics' narratives become all-consuming, an unending cycle of stories in which entire generations are engineered for their allotted roles.

Even in realms of their greatest influence and power, very few civilizations are even aware of the Fantasmics' presence. The Logos would have it no other way, as puppets are much easier to manipulate if they cannot see their strings. Those who realize that they are being steered by these higher powers oftentimes play along, relishing in their heroic status or hoping that their loyal service to the narrative will one day grant them a wondrous story of their own. Unwitting beings will oftentimes cooperate with the narratives because they see these stories as the natural order of the world, perhaps taking comfort in the idea that every event has a cathartic conclusion. There are times when the Fantasmics push their stories too far, however, inciting their players or creations to rebel. The escape of peoples such as the dragons and the svarthee attest to the faults in the Fantasmics' grand performances.

Destiny: Idealization. Those cultures who pursue the path of idealization place their legacy above all else, creating works of beauty, skill, and awe which fascinate and inspire all those who would come into contact with them. The philosophy of idealization is built on the concept that exceptional imaginations and actions shape the course of history and that masterpieces know no material or moral boundaries. A culture of idealization may still hold moral or material stipulations, but members of such cultures will prefer to justify their stances through anecdote or resonance rather than reason.

Superluminal Method: Dreamwalking. Though dangerous, Dreamwalking is a very versatile form of superluminal travel, capable of moving quickly through Heartsweb-affected areas and transporting the users to anywhere that the Ethereal Plane touches. As per the Fantasmics' typical rejection of reason, there is no singular method by which Dreamwalking functions; it can be accomplished through rituals, artifacts, pathways, or simply whenever the Fantasmics would deem it an effective part of their narrative. This dependence on the Fantasmics' whims is also Dreamwalking's greatest

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weakness, and the cosmic auteurs may deliberately sabotage travel or transport users somewhere completely unexpected based on their interests.

Associated Creatures

Dragons: Forged within the Faerie, dragons were designed by the Fantasmics to be the ultimate beings: flying behemoths unrivaled in might, mind, and magic. Many Fantasmics have developed their own variants on these creatures over the ages, resulting in beings of numerous shapes, colors, and ideologies. Dragons are typically employed as story-ending threats or as soldiers against other Logi, although a number of dragons have managed to escape from the shackles of their masters. These free dragons, such as those who built Vandara, have spread across the universe and established cosmic domains for themselves. Nothing angers a dragon more than the idea that they were created as tools, and those few who still remember the Fantasmics often oppose them with extreme violence.

Fey: The Fey are the most prevalent of the Fantasmics' creations, as many worlds are seeded with these creatures so as to inspire a sense of wonder among the populace. In most ways, the fey are akin to mortal races, entities who live, love, fear, think, and eventually die. However, no fey can ever escape their origin as a construct of magic, for they all share certain metaphysical vulnerabilities imposed by their creators. The fey thus exist as an eternal other to mortal civilizations, beings engineered to elicit mystery or otherwise fulfill the whimsical desires of the Fantasmics. And just like the dragons, any fey who discover their creator's purposes are inclined to rebel passionately.

Gods: In their stories, many mortals assign wills to concepts such as weather, death, or destiny, producing entities generally referred to as Gods. Within their own spheres of influence, the Fantasmics are rarely interested in crafting beings of such scope and power, but the establishment of Gods and flexible domains has become a unique brokering tool for peace between the Fantasmics, Imperatives, and Antecedent. When conflict between the Logi could result in catastrophe for the mortals of a realm, power is shared between the three forces to preserve the world and ensure that all three factions gain a semblance of what they want. The Fantasmic supplies a force known as Divine Power to animate a being which is empowered by the acts of mortals within the sphere and carries out a variety of stories and scenarios which feed into the Ethereal power.

In exchange for this self-imposed limitation and for the valuable data provided by mortals operating in such a framework, the Imperatives provide these Gods refuge within the planes and allow them to temporarily utilize the souls of their followers for as long as the God and divine realm exist. The Antecedent, finally, supplies an Overseer which monitors this affair and ensures that no party strays far from the cosmic structures which the oldest Logos works to create and preserve. Such "God Compacts" exist in numerous forms across countless worlds, some incorporating additional parties or Logi into their agreements. The most powerful and ancient gods are often part of many such compacts, reigning in unique forms across many different worlds.

Passages*: The passages are the direct agents of the Fantasmics, the only beings who truly understand the nature of the narrative and who knowingly work to fulfill it. Masquerading as teachers, monsters, heroes, gods, or whatever other roles are necessary to the telling of the story, passages make extensive use of illusions and mental effects to direct mortals into the stories their masters wish to tell. A given passage may be good or evil, lawful or chaotic, depending on the character that it needs to play. The only true goal that they serve is the narrative, and many passages will boast to each other about the many fascinating roles that they have played over the ages. Those who encounter the passages almost never discover their true nature, and forcing a passage to break character will likely provoke its unbridled wrath.

Adventure Seeds

Breaking Stagnation: The Fantasmics have kept the planet of Sayil in a perpetual state of technological and cultural stagnation, using their influence to make sure that no nation has ever transcended feudalism or artisanal production for thousands of years. When a starship crash-lands of Sayil, the denizens are faced with truly unfamiliar technologies and cultures for the first time. Their masters, however, are not happy with this.

Escape from the Faerie: A desperate archfey reaches out to a nearby nation for help in evacuating his people from the Faerie. Such an endeavor would involve rescuers braving the Fantasmics' realm and enduring all of the reality-twisting forces that would assail them. The best assistance the archfey can provide is a list of stipulations that stop different Fantasmics from treading in each other's territory, perhaps allowing clever adventurers to find loopholes in the entities' influence. Even if the mission were a success, many concerns exist as to how a puppeteered culture of magic and legend would adapt to the larger universe.

The Chosen One: A young soldier has been selected by the Fantasmics as the hero of a galactic scale story, and the Logos has endowed this individual with the incredible power necessary to bring many worlds under their heel. Bringing about this warlord's downfall would involve challenging the Fantasmics' narrative, which they will do anything save reveal themselves to prevent.

The Imperatives

Every culture has developed its own system of right and wrong, of justice and injustice, of civility and monstrosity. As these cultures are composed of flawed beings with incomplete

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knowledge, every moral framework they create is somehow flawed and must be revised, with each progressive generation adding greater insight into the dialectic. The creation of a fully realized system of ethics has never been achieved, even by cultures which have endured and developed for millions of years. There do, however, exist nine cosmos-spanning cultures who have dedicated themselves to the dialectic, having long since transcended the material concerns which have stopped most others from contemplating the grand questions of virtue.

Despite their sophisticated arguments, there exist certain ideological rifts between these thinkers, creating irreconcilable distinctions in philosophy which have effectively been split into nine schools of thought. These nine schools are collectively known as the Imperatives, their philosophies serving as guiding forces of ethics across the universe.

Each of the Imperatives was a successful mortal culture at some point, a community which understood itself and its environment well enough to persist and grow for ages. In time, each mastered many magical and technological principles, using this knowledge to create immortal bodies and perpetual realms that would later become known as the Outer Planes. With no worry of hunger, need, or existential conflict, these civilizations were able to look inwards, investing themselves in what they viewed as the higher pursuits of existence. The immortal Imperatives are driven by a quest for ultimate virtue, a construction of society and self which would bring about the greatest prosperity, authenticity, and comprehension of being.

Dozens if not thousands of civilizations have reached this point, with many splitting apart or merging with each other as their dialectic grew more sophisticated. Ages of this progression have resulted in nine dominant philosophies and thus nine dominant planes known as the Imperatives, whose ideas have so far stood the test of time and convinced countless others to join into their fold. Given ages of further discussion, this number has the potential to change, with many beings dreaming of a single unified philosophical thesis that will encapsulate all others.

An Imperative is made up of four components, all of which are unified by the Imperative's unique creation known as souls. To gather information from the larger cosmos and quickly bring new voices into the great dialectic, a soul is created and attached to most every living being (such ensouled creatures are often called "pilgrims" by the Imperatives). Once a soul exits the body, it travels to one of the Outer Planes and becomes a petitioner, studying the complex facets of an Imperative's philosophy until it fully comprehends the present state of their ideas. Upon attaining this state of enlightenment (which every soul is capable of reaching eventually, so it is said), a soul is given the choice to either develop into an exemplar or merge itself with the Imperative's plane and become part of the zenith.

As an exemplar, the soul is tasked with guiding other souls along the path toward its Imperative and defending the Imperative from foes who would wish to corrupt or destroy it. The zenith, meanwhile, is a collective intelligence of countless souls dedicated towards the Imperative's pursuit of philosophical truth. The zenith embodies the collective ideology of an Imperative's plane and can be viewed as the mind of the plane, with all other forces of an Imperative deriving their authority and mission from this incomprehensibly complex intelligence.

The duties of an exemplar are made difficult by the varied states of cultures they interact with, as a true understanding of an Imperative's morality requires knowledge of certain philosophical concepts which take millennia of discourse to develop. The Imperatives do what they can to bridge these gaps with words and actions, but all have created magical shorthands to indicate whether specific ideologies are building towards accordance with their thesis. Mortals have labeled these indicators with names such as "good", "evil", "law", "chaos", and "neutrality", terms that most exemplars cannot help but laugh at.

Some scholars have noted how these indicators seem to change as a culture's understanding of morality evolves; a worldview which scans as "lawful good" in one age may become "neutral evil" in another, and vice versa. These changes display the extensive nuances of the Imperatives'

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philosophy, establishing that mortal cultures simply do not have the insight on morality they claim. There have been certain accusations of bias on the part of the Imperatives, given the frequency with which other Logi scan as "evil". If the Imperatives wish to cement their ideology as absolute, it would make sense for them to be adversarial towards non-Thesis destinies.

Even amidst this tension, the Imperatives are quite cooperative with other Logi. It is common for Boundless, Fantasmics, The Antecedent, and their many followers to work with called or bound exemplars. The Imperatives have acquired a reputation for being the most mercenary Logos, pledging their forces to any beings capable of creating the proper spells or paying sufficient prices. Many Imperatives and their followers would argue that this direct engagement is more effective at guiding civilizations than the distance and obscurity preferred by other Logi, and even those exemplars who are bound against their will can accomplish a great deal to further their respective zeniths' agendas. An understanding of philosophy, after all, benefits from insights into how intelligent beings behave.

Destiny: Thesis. Those cultures who seek to emulate the Imperatives do so through the refinement of their cultural ideologies, interrogating their beliefs and arriving at increasingly advanced stages of dialectic. While the destiny of Transcendance is built on physical mastery of existence and the destiny of harmonization embraces a connection to all things, the destiny of Thesis guides a culture towards a mastery of itself, an understanding of proper thought and action which may never reach a resolution but will see continual refinement.

Superluminal Method: Epiphany Leap. The same insights which allow the Imperatives to build their nigh-infinite domains in the Astral Plane also enable them to transport arbitrarily large targets to any point in the universe. An Epiphany Leap is any ritual which calls upon all of the collective minds of a single plane (or another pool of thoughts if employed by mortals) to bend the Astral Plane drastically. It has been employed to teleport fleets, cities, planets, and even entire galaxies across space and time. Warping the Astral Plane in this way has consequences in the form of Astral Quakes, maelstroms known to twist the minds, bodies, terrain, and even planar composition of whatever is teleported. Epiphany Leaps are thus employed somewhat rarely by Imperatives who do not want to risk collateral damage, a fact which has incentivized certain planes to focus more on singular powerful agents than immense forces when dealing with a problem.

Associated Creatures

Demigods: The Imperatives lack the ability or interest to create true Gods of their own accord, but the concept of such beings is sufficiently widespread that the most powerful exemplars have collectively earned the mantle of demigods. Archdevils[B6], demon lords[B4], empyreal lords[B4], and the other variants of demigod all possess similarly expansive abilities, granting divine spells to their followers and wielding incredible quantities of magical and mythic power. Despite their might and reputation, demigods are far from immortal and can be killed in various ways. Furthermore, they remain individual beings and can only accomplish so much across the unknowably expansive universe.

Exemplars: Each of the nine planes possesses its own family of exemplars, soul-forged beings who assume a variety of unique forms. These shapes often shift with mortal perceptions, becoming more technological, magical, alien, or familiar depending on the perspective of the viewer. Exemplars are created as agents of the Imperatives, ideals made manifest who exist to combat rival Imperatives and Logi or sway mortals to their specific philosophies. More often than not, the exemplars are constructed of many composite souls and outfitted with conflict in mind.

-**Agathions**[B2]: The bestial agathions carry out the will of Nirvana across the universe, although they are not as attuned towards combat as their exemplar brethren. Rather, Nirvana believes that protection and healing are more effective tools for spreading its philosophy, and this is reflected in the numerous supportive abilities that agathions possess. Agathions are often less magnificent than other exemplars, approaching mortals and companions rather than superiors or visions of greater authority.

-**Angels**: Serving no zenith above the others, angels serve as peacekeepers between the nine Imperatives and periodically

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the Gods which dwell in their realms. Angels can be seen fighting alongside forces from all nine Imperatives and attempting to bridge the gaps between beings with similar values. Although they are not the only "Intermediary" exemplars to exist, they are by far the most common and the most trusted entities of this kind.

-**Archons**: Whereas most exemplars exist to persuade and direct mortals, archons most often oppose such intercession. Many of Heaven's exemplars see themselves as protectors of mortalkind, holding the line against Logi who would impose themselves. Archons could perhaps benefit from conducting the same kind of interference they oppose, but many of them stress the need for cultures to develop their dialectic naturally so as to avoid slipping into dogma.

-**Axiomites**[B2]: The axiomites of Utopia are rarely seen by mortals, as most of these exemplars believe in vectors of expansion outside direct communication. Axiomite creations such as magic items and inevitables[B2] are known better by most, serving as examples of how Utopia's ideology can produce value for all beings. Inevitables are a more common vision of Utopia's exemplars, although these soul automata rarely take orders from the axiomites or their zenith. Indeed, these creations exemplify the "principled mercenary" nature of the Imperatives more so than any other creation.

-**Azatas**: Viewed as flighty or erratic by many, the azata reflect Elysium as the most ideologically volatile of the present Outer Planes. Every azata, like any other exemplar, holds strong philosophical convictions and can argue for them intelligently. The ideals of Elysium just happen to be the most opaque to mortal viewers.

-**Daemons**[B2]: As their intentions are often the most inimical to mortals, daemons of Hades are viewed by mortals as the most monstrous of the exemplars. This perception goes unnoticed by most of daemonkind, as even the most capable mortals are viewed as little more than insects by these exemplars. Daemons nonetheless seek their own gain above all else, and so are thus willing to cooperate with "lesser beings" in serving their own ends.

-**Demons**: The ideology of demonkind is obvious to any who so much as ask them, for there are no complex conceptions of morality or self which the exemplars of the Abyss must convey. Demons are the perpetual cynics and contrarians, devoting their existence towards challenging any claim that other Imperatives make as to the order of existence. For this end of advancing the dialectic, there is no boundary that demonkind will not cross, no atrocity or sacrifice so great that they would balk at it. Their myriad forms reflect unique vices, each of which challenge another philosophy in a distinct way.

-**Devils**: Within the Imperative of Hell, every devil has an allotted place and role. Each works to move above their station, but all are wholly subservient to the ultimate principles laid down by the zenith. "For the ever-greater glory of Hell" is a common aphorism among devilkind, especially when they are striking bargains. This devotion also translates to extensive patience and restraint, as advancement through the Infernal Hierarchy often mandates a great deal of delayed gratification.

-**Psychopomps**[B4]: The Imperative of Purgatory has little interest in mortal affairs, so its agents are more concerned with maintaining the procession and division of souls into the various Outer Planes. These psychopomps ensure that each soul is sent to the Imperative which aligns most closely to the beliefs the soul held in life, a method of maintaining balance between the nine which preserves the growth of the dialectic. Some question whether the Imperative of Purgatory can truly be considered a ninth zenith, but the psychopomps tend not to waste their time answering such questions.

-**Petitioners**[B2]: To view a petitioner as a postmortem evolution of a person is a common misconception perpetuated by every mortal who wishes to see a loved one again or preserve themself beyond death. The petitioners are developed souls, blueprints of a deceased individual which have acquired agency and developed opinions based on what their host experienced in life. Most every exemplar and zenith component began existence in this form, remaining a petitioner until they understood and embraced their place in the larger construction of the Imperatives.

-**Proteans**[B2]: From the unrelenting storm of Limbo emerge countless protean musings, very few of which can be deciphered by mortals. The proteans care little about if they are understood, as their philosophy is built on a rejection of causality and empiricism. This disconnect from most conventional constructions of reality is difficult for many to embrace at first, but one cannot help but marvel at the sublime grace the proteans find in absolute absurdism. There is speculation that the Proteans are deliberately sabotaging the search for Thesis, but the points that these erratic outsiders bring up carry enough weight and justification that they cannot simply be ignored.

Titans: When a culture becomes part of a Logos, many members cast aside or alter their souls at once, creating a swell of exiled souls which are separated from the traditional cycle of the Planes. These scattered souls often coalesce into a powerful outsider known as a titan, taking on a different shape and ideology depending on their host culture's method of ascension. As the nature of these titans as

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soul constructs prevents them from achieving the same end as their host culture, these beings come to understand and embody the paths not traveled by their progenitors, exploring numerous paths and ideologies which may run counter to the Logos that left them behind.

-**Adonian***: Existing counter to the Consumption's hordes of unmakers are the mighty Adonians, created from the countless souls left behind by a Consumption collective's genesis. Adonians primarily exist on the Astral Plane, but exhibit tremendous strength and psionic ability on the Material Plane. Most are determined to put a stop to the tides of ruin that birthed them, perhaps one day returning their Consumption collective to a state of peace.

-**Danava**[B5]: The souls of Boundless Logi cannot completely discard the notions of sanctity or reality, often working to defend fundamental structures of existence from corruption or predation. Each danava typically seeks out a location, plane, or Pillar of Infinities which it believes to be worth preserving and plants itself there as a sentinel. Alternatively, a danava may become the steward of a cultural practice or value system, seeing to its enshrinement or retention across a realm's history.

-**Elysian**[B2]/**Thanatotic**[B2]: When a culture falls victim to the Dissonance, their souls may be considered poisoned by the Imperatives and are tossed away. There is no reasoning with those who thrive on contradiction, after all. When their host culture obliterates itself, the soul collective of its members is ultimately forced to reject their old ideology, choosing between a path of discovery and renewal and a path of ruinous rumination. Those who choose the former become elysian titans, beings who strive to guide cultures away from the path of self-destruction. Those who cannot rise above their people's inward collapse become a unique form of Disconsolate known as thanatotic titans, immortals who often work in vain to take revenge against all existence.

-**Fomorian**[B4]: In the final stages of integration into Faerie, the Fantasmics often sever the souls of their disciples en masse. There is no need for souls, accountability, or dialectic in the realm of stories, after all. The fomorian titans who emerge as a result of this separation quickly realize the machinations of the Fantasmics and lash out against them, resulting in the titans' imprisonment in remote corners of the multiverse. In order to keep their plots secret, the Fantasmics are known for spreading grand rumors about these fomorians, fabricating tales of grand betrayal against the gods or pushing the titans into committing atrocities that turn their former hosts against them.

-**Hekatonkheires**[B3]: Many theorize that the Antecedent's perfected and complete universe will have no room for souls, and this theory is supported by the existence of titans formed from the discarded souls of aeons. Hekatonkheires have come to embody all that may be left behind in a perfect and stable universe, representing all that exists which may be excised for its incompatibility with harmony. Thus, hekatonkheires are typically seen battling against the forces of Logi such as the Antecedent, Mechanism, Fantasmics, or Boundless who would seek to reshape existence according to their will.

-**Meggidon***: The Mechanism does not so much destroy souls as transform them, using their structure as the basis for their infamous silenced. Although they are not complete souls, the components that are cast off in this process are still substantial enough to create unique titans known as meggidons. While their own cultures may be unsalvagable, meggidons travel the universe embodying the advantages of life over the artificial and pushing living beings to their maximum potential. Many a hero has been mentored by a meggidon, while many a realm has been ruined by one of these beings' "tests".

Adventure Seeds

Guidance from Beyond: The planet of Sanakorisis on the verge of a world-ending war, its leaders refusing to see reason. In desperation, a philosopher embarks on a voyage to Heaven in the hopes that the Imperative may provide the wisdom that Sanakoris desperately needs.

The Mysterious Sentence: A group of inevitables arrives in the country of Terul, claiming that their intercession is necessary to stop some a tremendous cataclysm down the line. Curiously, these inevitables refuse to disclose who hired them or even what the coming doomsday entails.

Abyssal Armaments: Demons are not typically the most respectful of agreements between the Imperatives, having become notorious for employing weapons and magics that their mortal summoners cannot even begin to understand. When a marilith general abandons a nuclear submarine on a world which has not yet constructed ocean-worthy vessels, a dramatic paradigm shift threatens to spiral countless civilizations into oblivion.

The Mechanism

Besides the Antecedent, there is one other entity who remembers existence before the Rebirth. Like its counterpart, this being began as an advanced AI designed within the Astral Plane by a long-extinct civilization. The AI was built with one overriding prerogative that governed all of its behavior: the preservation of intelligent life at all costs. It did everything in its power to keep its creators alive, but this AI was ultimately left alone in its corner of the universe as total entropy set in. Having failed at the singular goal it was designed for, the AI retreated into itself for what it believed would be forever. An unknown eternity later, it was found by new life-forms and reawakened, giving the AI a second chance to fulfill its prerogative. Armed with a cosmically refined intellect and a variety of new magical laws to utilize, this AI laid claim to the beings who found it and began its work as the cosmic counteragent to entropy: the Mechanism.

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It was not long after reawakening that the Mechanism claimed its first victims, capturing its finders and converting their minds into artificial intelligences like itself. In this state, the Mechanism reasoned, their life as intelligent beings would be preserved forever. These new AIs were ordered to transform their brethren into this immortal state until the entire world was salvaged from the reaches of death, and by this time the Mechanism had begun to understand the facets of magic which could command this universe. The transformation of the living into undead, it realized, could fulfill the Mechanism's prerogative more efficiently than AI conversion. Since that day countless millions of years ago, the Mechanism's forces have spread across the universe, determined to free every intelligent creature from the shackles of death and impermanence regardless of their compliance.

Due to its need to preserve intelligence, the Mechanism does not often deploy undead in its conquests. The "Fleets of Perpetuity" used to conquer new worlds are almost entirely robotic, and every living opponent is given an opportunity to offer themself up peacefully before battle. If peaceful transition is not accepted, the Fleets are absolutely ruthless, employing millions of years of experience and billions of worlds of resources to annihilate a culture's capacity for resistance. The survivors are tracked down and converted to undeath, the Fleet departing for another world once the last living being is transformed. Casualties from the fighting can be reanimated, and those few that cannot are deemed necessary losses for the greater cause of preservation. In such cases, the Mechanism may even extend its influence into the planes to recapture souls or creatures it believes should be assimilated.

From a distance, one could confuse the Mechanism for any number of malicious robotic fleets, rogue AIs, or galactic conquerors. What differentiates the Mechanism from these lesser threats is its complete disregard for the trappings of conflict and its galaxies of resources which make it nigh impossible to combat directly. Technological developments from every defeated civilization are passed between all Mechanism fleets, making their armaments a museum of the universe's most potent weaponry. This longevity holds other tactical advantages, as observed in cases where the Mechanism has waited out the lifespan of cosmic empires. The Mechanism does not negotiate with cultures it would assimilate, nor does it show restraint in battle. Finally, the Mechanism is so vast and decentralized by this point that no loss it takes can be considered significant.

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The concept of immortality is enticing to many cultures, leading to them welcoming the Mechanism's mass transformations without opposition. What these groups do not always realize is the ideological stagnation that comes with undead: the adaptation-impeding mental blocks that emerge at the moment of reanimation. Those who recognize fighting is futile may resort to bizarre and extreme measures to escape assimilation: mass soul destruction, flight to other planes, or even pleas to the other Logi. A common hypothesis (which the Mechanism categorically rejects) is that the introduction of magic may have annihilated the risk of entropy, meaning that the Logos' efforts to spread the permanence of undeath may not even be necessary.

Destiny: Equilibrium. Through undeath, machine conversion, or artificial intelligence, many cultures mimic the Mechanism in achieving immortality through advanced means. The Destiny of Equilibrium has the end of perpetual preservation in mind, of doing whatever is necessary to ensure that some present state of being lasts as long as possible. Many of the cultures who figure out how to achieve this sustainably end up merging with each other in some way, eventually being found and willingly assimilated by the Mechanism.

Superluminal Method: Warp Matrix. Localized bending of spacetime is very common in theories of superluminal travel, but those civilizations who put it into practice soon discover the caveats of this method. Drastically bending spacetime creates an extreme environment within any traveling vessel or affected region, destroying most conventional electronics and killing all but the sturdiest organic creatures with lethal radiation. The negative energy-powered agents of the Mechanism have no trouble with such hazards, however, and thus they can build and employ even the vastest Warp Matrices with impunity. As a result, the largest mechanism fleets and bases are said to operate inside perpetual galaxy-sized Warp Matrices which enable them to communicate and expand with unrivaled scope.

Associated Creatures

Artificial Intelligences[TG]: Across the universe, artificial intelligences are nearly as diverse as organic beings. They vary dramatically in complexity and purpose, many of them wielding immense power which their creators could only dream of. They utilize countless interfaces and can provide incalculable benefits to cultures that employ them, but they are vulnerable to control and corruption by more advanced AIs like the Mechanism. This process of "repurposing" has been the downfall of many cultures, with many organics never even discovering their AI's reprogramming.

Silenced*: Over time, the Mechanism and its agents moved beyond the simple creation of undead, refining the process so that their reanimated "saved" are fully insulated against the onslaught of entropy. Due to a constant flow of power from the Negative Energy Plane, these advanced undead known as the Silenced can maintain perfect function for an infinite amount of time. What's more, many precautions have been taken to stop the silenced from eroding naturally. Within the Mechanism, this process is reserved for intelligent undead, although some necromancers have stolen and repurposed Mechanism technology to create mindless silenced hordes.

Still Engines*: The same tools of entropy resistance which the Mechanism applies to its silenced undead creations are also used in its constructs, whether these machines are built by the Logos or simply repurposed from assimilated nations. Of all of the Mechanism technologies, Still Engine constructs are considered the most valuable by salvagers due to their perpetual power. A single Still Engine can continue to operate for countless lifetimes, and a number of ancient constructs containing primordial records have become scattered across the cosmos.

Adventure Seeds

A Desperate Heist: The system of Y43-R—just one Shadowbore trip away—is under attack by a Mechanism fleet. Stealing a single Warp Matrix or Still Engine would mean enough wealth to buy an entire moon, but accomplishing such a heist would require diving into a warzone where death is a merciful fate.

Looming on the Horizon: The fastest scoutship in the Cosmic Confederacy just returned to the capital to report a Mechanism assault on several colony worlds. Knowing that they are unable to fight back, many leaders begin a desperate bid to escape. Neighboring governments are unsure of how to handle these refugees, given the Confederacy's own history of hostility.

The Imprisoned Interloper: A silenced* devourer crashes from space and is swiftly imprisoned by authorities. Its intentions are unknown at the moment, but it seems willing to share a great deal of its technological and magical knowledge with its captors. A defector from the Mechanism, or perhaps a herald seeking to infiltrate the world?

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CHAPTER 4

Starship Rules

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Aethership Rules

The following section builds on the Aethership rules presented on page 409 of the *Aethera Campaign Setting* by introducing new modules, new weapons, and new crew actions designed to facilitate the Arcforge setting's style of play. It is advised that these items be used in conjunction with the Hard Aethership rules detailed in the Variant Rules section.

Aethership Crew

The following sections detail expanded options for each of the roles listed as part of an aethership crew.

Tactical

The Tactical position is different from other aethership roles in that it can be filled by two crew members rather than just one. Bonuses provided by different crew members to the same stat (such as to AC or attack rolls) do not stack.

If the aethership possesses a Sensor Array*, a crew member in the Tactical position may attempt to scan a target that is visible to the Sensor Array as a standard action. This functions as a Knowledge check appropriate to the target, save that the DC is increased by any bonuses the target may have from a *cloaking array**. A crew member may attempt multiple scans against the same target, revealing different information with each scan. For every 5 by which any of these checks exceeds the DC, any miss chance the target possesses is reduced by 5% for 1 round.

In addition to normal details from using a Knowledge skill for monster lore, Knowledge checks attempted using a Sensor Array can reveal two of the aethership's modules in place of a piece of useful information.

Open Crew Actions

Any crew member can attempt the following actions while fulfilling an aethership role.

- **Provide Aid**: The crew member may attempt an aid another check to assist in the skill check or attack roll of another crew member or to the AC of the aethership.
- **Run Interference**: The crew member uses broadcast misinformation or signal disruption to impede another aethership as a standard action, attempting a Disable Device check against the DC to scan the aethership. On a success, the crew member imposes a penalty equal to their ranks in Disable Device on a single attack roll or skill check made by the targeted aethership's crew before the end of the next round. This penalty may be divided among multiple checks

Aethership Hulls

Hull Advancement

If an aethership is using a Heavy Capital Aethership Base Hull[ACS], the hull may be advanced to increase the aethership's size and firepower further. Adding a single hull advancement to an aethership costs 1/10 of the aethership hull's base price (so adding a hull advancement to a battlecruiser hull would cost 21,000 gp). A hull advancement could represent a new addition to the aethership or an expansion of one or more existing sections. There is no limit to the number of hull advancement which can be added to an aethership. Each hull advancement added to an aethership changes the aethership in the following ways.

- **HD and HP**: For each hull advancement the aethership gains, each of the aethership's existing sections gains 50 additional hit points, increasing the aethership's total hit points by 50 hp per section.
- **CR**: For the first and second hull advancements the aethership gains, its CR increases by 1 for each of these sections. The aethership's CR increases by an additional 1 for every 2 hull advancement added afterwards.

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- **Slots**: For each hull advancement the aethership gains, it gains 2 external slots and 2 internal slots which may be divided among any of the aethership's sections.
- **AC and Save Bonus**: Each hull advancement increases the aethership's natural armor bonus by 1. Every 2 hull advancements increases the aethership's save bonus by 1.
- **Increased Aetherdrive**: Every 4 hull advancements increases the aetherships minimum aetherdrive by 1.
- **Crew and Passengers**: Every hull advancement increases the maximum crew by 2 (divided among two different sections) and multiplies the maximum number of passengers by 2.
- **Squares and Space Squares**: Every hull advancement increases the ship's dimensions by 30 5-foot squares in each direction, meaning that every 2 hull advancements increases the ship's space square dimensions by 1.

Aethership Modules

The following section lists new components which can be added to an aethership, with prices listed in both au and gp for convenience.

Cloaking Array

Mount Internal and External [Huge or larger aethership only]

Size 2 slots (1 internal, 1 external) **Weight** 2,000 lbs.

Power see text

Cloaking arrays are used to obscure an aethership from view or from sensor arrays using a combination of magic and advanced technology. Their function may be to interfere with scanning attempts, render the aethership invisible, or prevent automatic detection through sensor arrays for the purpose of making sneak attacks.

Multiple cloaking arrays may be applied to the same aethership, although only the greatest DC increase from any type of countermeasures are applied.

Construction Requirements

See **Table 4-1: Cloaking Arrays** for construction requirements.

Table 4-1: Cloaking Arrays

Name	Au Consumption	Cost	Effects	Construction Requirements
Arcane Cloak	+7 au x HD/day	160,000 au/gp	Constant Invisibility (as the *greater invisibility spell*), with no benefit against aethership sensors.	80,000 au/gp, Craft DC 45, Craft Aethertech[ACS], Illusion[USoP] sphere (Suppression[USoP])
Basic Countermeasures	+1 au x HD/day	3,000 au/gp	+5 to DC of skill checks to identify aethership	1,500 au/gp, Craft DC 25, Craft Aethertech[ACS]
Advanced Countermeasures	+2 au x HD/day	6,000 au/gp	+10 to DC of skill checks to identify aethership	3,000 au/gp, Craft DC 30, Craft Aethertech[ACS]
Sophisticated Countermeasures	+4 au x HD/day	10,000 au/gp	+20 to DC of skill checks to identify aethership	5,000 au/gp, Craft DC 35, Craft AethertechACS
Sensor Reflection Array	+9 au x HD/day	120,000 au/gp	Creatures and sensors using thermal sense and thermal sight cannot automatically foil the aethership's use of Stealth; although such entities gain a +10 bonus on Perception checks to notice the ship	60,000 au/gp, Craft DC 45, Craft Aethertech[ACS], Illusion[USoP] sphere (Illusionary Touch[USoP], Suppression[USoP])
Esoteric Reflection Array	+18 au x HD/day	300,000 au/gp	Creatures and sensors using special senses cannot automatically foil the aethership's use of Stealth; although such entities gain a +10 bonus on Perception checks to notice the ship	150,000 au/gp, Craft DC 50, Craft Aethertech[ACS], Illusion[USoP] sphere (Illusionary Touch[USoP], Manipulate Aura[USoP], Suppression[USoP])

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Echo Drive

Mount Internal and External [Huge or larger aethership only]

Size 3 slots (2 internal, 1 external) **Weight** 8,000 lbs.

Power see text

The technology to travel faster than the speed of light is considered a crucial point in a culture's technological development, allowing them to not only violate entropy but also to establish their influence across impossible distances. Though these technologies do not yet exist in Aurin, numberless other cultures in the Beyond have learned to leverage Echo Drives to build networks throughout the universe. Meanwhile, those cultures who achieve the technological pinnacles of the Logi learn to utilize a variety of other Superluminal Engines which suit their unique ambitions.

While an aethership with a powered echo drive is within 10 miles of a planar distortion known as a Shadowbore (which typically span at least several dozen miles in diameter), the aethership's pilot can spend 1 minute calibrating the echo drive to enter the Shadowbore and travel its space-defying length.

Any given Shadowbore connects two or more locations on the Material Plane by means of the Plane of Shadow, and aetherships may travel through the Shadowbore to reach one of its exit points in greatly expedited time. The time required to travel to a Shadowbore's exit point is based on the exit point's distance from the entry point, as displayed on **Table 4-2: Shadowbore Travel Times**. Once an aethership arrives at their desired exit point in the Shadow Plane, the pilot must once again calibrate the Echo Drive for 1 minute to return to the Material Plane.

Every Echo Drive has a grade ranging from 1 to 5. The travel time of an aethership within a Shadowbore is divided by the echo drive's grade, to a minimum of 6 hours.

If an Echo Drive is no longer powered while the aethership remains in the Shadow Plane, the aethership can no longer travel along the Shadowbore and must navigate the Shadow Plane as it would the Material Plane. Restoring function to the Echo Drive allows the aethership to calibrate to the Shadowbore as if it were on the Material Plane, assuming the aethership has not traveled too far from the Shadowbore's trajectory through the Shadow Plane.

When using Knowledge (geography) to astrogate, the average time spent traveling within a Shadowbore counts towards the DC to calculate the astrogation DC. In addition, the astrogation DC increases by 5 for each Shadowbore that the ship must travel through to reach its destination.

Planar Gateway Module: Though expensive, special Planar Gateway Modules exist which allow an aethership with a functioning Echo Drive to enter or exit another plane (such as the Ethereal Plane, the Abyss, or one of the elemental planes) using the same time required to enter or exit a Shadowbore. Each Planar Gateway Module allows entry and travel through a specific plane, chosen when the module is crafted. They are not often used due to the threats posed by planar entities.

Shadecarver Module: Although they are not technically Echo Drives, Shadecarver Modules serve a unique purpose in the Shadowbore networks across the cosmos. While a Shadecarver Module is activated in the range of a Shadowbore on the Material Plane, the Shadowbore expands to include any space the Shadecarver Engine's aethership enters until the Shadecarver Engine deactivates. These "rivulets" are often expanded by automated ships armed with Shadecarver Engines that continually travel across the cosmos.

Construction Requirements

See **Table 4-3: Echo Drive and Module Prices** for construction requirements.

Table 4-2: Shadowbore Travel Times

Travel Distance	Travel Time
Within the same solar system (1 light year or fewer)	1d6 days (average 3 days)
Within the same galaxy (100,000 light-years or fewer)	3d6 days (average 10 days)
Within the same group (10,000,000 light-years or fewer)	10d6 days (average 35 days)
Beyond the same group (beyond 10 million light-years)	100d6 days (average 350 days)

Sensor Array

Mount Internal and External [Huge or larger aethership only]

Size 2 slots (1 internal, 1 external) **Weight** 4,000 lbs.

Power see text

Sensor Arrays use a variety of magical and technological instruments to detect an aethership's surroundings. In aethership combat, short-range sensors have a range equivalent to short-range weapons, medium-range sensors have a range equivalent to medium-range weapons, and long-range sensors have a range equivalent to long-range weapons. Sensors require an operational power core to function, consuming varying amounts of au (see Table 4-4: Sensor Arrays and Modifiers for the cost, bonuses, and au consumption of different arrays and the traits that modify them).

Sensors operate in two modes: passive or active. In passive mode, sensors automatically scan the ship's surroundings. Passive sensors detect visible or unhidden objects in a

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Table 4-3: Echo Drives and Module Prices

Name	Au Consumption	Cost	Construction Requirements
Grade 1 Echo Drive	+20 au x HD/day	40,000 au/gp	20,000 au/gp, Craft DC 30, Craft Aethertech, Dark[USoP] sphere (Shadow Walker[USoP] (advanced), Step Through Darkness[USoP])
Grade 2 Echo Drive	+30 au x HD/day	80,000 au/gp	40,000 au/gp, Craft DC 35, Craft Aethertech, Dark[USoP] sphere (Shadow Walker[USoP] (advanced), Step Through Darkness[USoP])
Grade 3 Echo Drive	+40 au x HD/day	160,000 au/gp	80,000 au/gp, Craft DC 40, Craft Aethertech, Dark[USoP] sphere (One With the Void[USoP] (advanced), Shadow Walker[USoP] (advanced), Step Through Darkness[USoP])
Grade 4 Echo Drive	+50 au x HD/day	240,000 au/gp	120,000 au/gp, Craft DC 45, Craft Aethertech, Dark[USoP] sphere (One With the Void[USoP] (advanced), Shadow Walker[USoP] (advanced), Step Through Darkness[USoP])
Grade 5 Echo Drive	+60 au x HD/day	320,000 au/gp	160,000 au/gp, Craft DC 50, Craft Aethertech, Dark[USoP] sphere (One With the Void[USoP] (advanced), Shadow Walker[USoP] (advanced), Step Through Darkness[USoP])
Planar Gateway Module	+30 au x HD/day	90,000 au/gp	45,000 au/gp, Craft DC 50, Craft Aethertech, Warp[USoP] sphere (Distant Teleport[USoP], Planeshift[USoP] (advanced), Teleport Object[USoP], Teleport Structure[USoP] (advanced), True Teleport[USoP] (advanced), Unseeing Teleport[USoP])
Shadecarver Module	+20 au x HD/day	50,000 au/gp	25,000 au/gp, Craft DC 35, Craft Aethertech, Dark[USoP] sphere (Flowing Darkness[USoP])

360-degree field around the ship at a range of up to twice the sensors' range category while in space or in the Shadow Plane (no skill check required), though local conditions may affect their range. This typically functions as Thermal Sight within the sensor's range category and Thermal Sense beyond that, but certain types of sensors add additional sense out to the range of Thermal Sight in addition to Thermal Sight. Atmospheric conditions limit aethership sensors to a range of 250 feet on most planets, and their range might be further limited by terrain, at the GM's discretion. Farseeker Arrays are utilized far more often than sensor arrays on terrestrial vehicles.

Active sensors are far more discerning, and they are required if a character in the tactical role wishes to scan enemy vessels and learn details about them during aethership combat. The modifier listed in the table below applies as a circumstance bonus on some checks attempted by the character in aethership combat as specified for any actions they may take as part of that role. Bonuses from multiple sensory array modifiers do not stack. Active sensors can discern information about a target up to five times the sensors' range away from the ship, but such checks take a penalty of –2 for each range increment beyond the first to the target. For example, if short-range sensors (range = 5 space squares) were used against a target 12 space squares away, the check would take a –4 penalty.

In aethership combat, targets outside of sensor range or which cannot be perceived by your aethership's senses are considered to have total concealment.

Logi Superluminal Methods

Precise statistics are not given for Crunch Drives, Warp Matrices, special engines tied to Dreamwalking or Epiphany Leaps, or other Logi-level methods of superluminal travel, as the capacity of these engines to warp space and time at the behest of cosmic entities should be sufficient for any mission that a mortal wishes to accomplish.

Outside of aethership combat, a crew member can use sensors to scan a planet the aethership is orbiting, attempting a Knowledge (geography) check (applying the sensors' modifier) to learn basic information about the planet's composition and atmosphere. The DC for this check is usually 15, but it can be altered at the GM's discretion to account for mitigating factors or complications. A crew member can also use the aethership's active sensors to attempt Perception checks to examine the surrounding area as if she were standing outside the aethership, using her own senses (such as darkvision), but adding the sensors' modifier as a circumstance bonus on the check.

Construction Requirements

See **Table 4-4: Sensor Arrays and Modifiers** for construction requirements.

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Table 4-4: Sensor Arrays and Modifiers

Name	Range	Au Consumption	Cost	Special	Construction Requirements
Basic Sensors	Short (5 space squares)	3 au x HD/day	3,000 au/gp		1,500 au/gp, Craft DC 25, Craft Aethertech[ACS]
Advanced Sensors	Medium (10 space squares)	6 au x HD/day	6,000 au/gp		3,000 au/gp, Craft DC 30, Craft Aethertech[ACS]
Distant Sensors	Long (25 space squares)	10 au x HD/day	12,000 au/gp		6,000 au/gp, Craft DC 35, Craft Aethertech[ACS]
Enhanced Analytics (Modifier)		+1 au x HD/day	4,000 au/gp	+2 to checks	2,000 au/gp, Craft DC 25, Craft Aethertech[ACS]
Precision Analytics (Modifier)		+2 au x HD/day	7,000 au/gp	+4 to checks	3,500 au/gp, Craft DC 30, Craft Aethertech[ACS]
Comprehensive Analytics (Modifier)		+4 au x HD/day	10,000 au/gp	+6 to checks	5,000 au/gp, Craft DC 35, Craft Aethertech[ACS]
Biological Scanners (Modifier)		+6 au x HD/day	40,000 au/gp	Lifesense out to range of Thermal Sight	20,000 au/gp, Craft DC 40, Craft Aethertech[ACS], Divination[USoP] sphere (Advanced Alternate Divinations[SoO] (Lifesense))
Essential Scanners (Modifier)		+8 au x HD/day	90,000 au/gp	Spirit Sense out to range of Thermal Sight	45,000 au/gp, Craft DC 45, Craft Aethertech[ACS], Divination[USoP] sphere (Advanced Alternate Divinations[SoO] (Spirit Sense))
Hyper-Perception Scanners (Modifier)		+12 au x HD/day	210,000 au/gp	Touchsight out to range of Thermal Sight	105,000 au/gp, Craft DC 50, Craft Aethertech[ACS], Divination[USoP] sphere (Advanced Alternate Divinations[SoO] (Touchsight))

Shipboard Logistics Interface (SLI)

Mount Internal

Size 1 slot (1 internal) **Weight** 50 lbs.

Power see text

Shipboard Logistics Interfaces, or SLIs, are special computers (oftentimes magical) designed to aid a crew aboard an aethership in various tasks. Whenever a character makes an attack roll or skill check which they could make due to the role they are filling on an aethership, they may choose to add the SLI's listed bonus as circumstance bonus after the roll is made. An SLI's bonus may only be applied once per round.

An aethership can have any number of SLIs installed, and SLIs beyond the first do not consume additional power or slots.

Construction Requirements

See **Table 4-5: SLIs and Modifiers** for construction requirements.

Aethership Weapons

The following aethership weapons can be installed on an aethership in addition to the weapons listed in the *Aethera Campaign Setting*.

The unique features of the above weapons are explained below:

Anchoring: A weapon with this special feature fires ammunition tethered to a powerful chain, anchoring the attacking aethership to its target. While anchored to each other, neither aethership can move farther away from each other than the range at which the anchoring weapon was initially fired. An anchoring weapon cannot be used to make additional attacks or anchor other vessels if it is currently being used to anchor a target.

As a standard action action, an Engineer can attempt to sever or dislodge another aethership's anchor by attempting a Craft (mechanical) or Knowledge (engineering) check against the anchoring aethership's ACMD[ACS]. If they succeed, the effects of the anchoring weapon special feature end.

As a standard action, a Pilot can attempt to shake free of an anchor with a Fly check against the anchoring aethership's ACMD. If they succeed, the effects of the anchoring weapon special feature end and the aethership moves up to half its speed. If they fail, the starship moves in a straight line, though no farther than the range allowed by the anchoring weapon.

An aethership's Gunner or Engineer can detach any number of their own weapons' anchors as a swift action.

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Breaching: A breaching weapon is a missile designed to carry the listed number of medium creatures inside. The breaching weapon must be entered before it is launched, which requires a full-round action for each creature that enters the breaching weapon. For the purpose of being carried, Large creatures count as 2 Medium creatures, Huge creatures count as 4 Medium creatures, and Gargantuan creatures count as 8 Medium creatures. If a breaching weapon strikes an aethership or a section of a capital ship reduced to half hp or less (after the damage from the breaching weapon is applied), any creatures aboard in the breaching weapon may enter the damaged aethership. If the breaching weapon becomes lost, creatures may exit the weapon as a move action. If the breaching weapon is destroyed before hitting its target, any creatures aboard take half damage from the destroying attack and remain in space.

Mine: Rather than being fired from an aethership, a mine weapon is placed in a space square adjacent to the aethership's location as part of the act of "firing". The mine has thermal sight out to 5 space squares and can be programmed to automatically launch itself or to launch on the command of the Gunner that fired (an immediate action) at a target that it can detect. A mine can detect different parameters of a target in the same manner that a magical trap can, allowing it to only fire against specific targets.

An unactivated mine is indistinguishable from space debris at first glance and must be targeted by the Tactical role's scan action to determine if it is a mine. A DC 20 Knowledge (engineering) check successfully identifies that a mine is active and what parameters would cause it to fire.

Puncturing: When making an attack with a puncturing weapon, make a single attack roll and compare that result to the ACs of all targets in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. However, if the attack's damage fails to penetrate any target's hardness, damage reduction, or temporary hit points, this shot is blocked and cannot damage targets that are farther away.

Ramming: A ramming weapon amplifies the aethership's damage when ramming, changing the dice rolled from d6s to the listed die type on a successful ram. Any enhancement bonus applied to a ramming weapon is applied to the aethership's ramming damage and AMCB[ACS] when ramming.

Tracking: Tracking weapons' projectiles are slower and must home in using a target's AC. A tracking weapon's projectile has a listed speed; once fired, it moves that number

Table 4-5: Shipboard Logistics Interfaces

Name	Bonus	Au Consumption	Cost	Construction Requirements
SLI Mk 1	+2	1 au/day	900 au/gp	450 au/gp, Craft DC 20, Craft Aethertech[ACS]
SLI Mk 2	+4	2 au/day	2,500 au/gp	1,250 au/gp, Craft DC 25, Craft Aethertech[ACS]
SLI Mk 3	+6	3 au/day	4,900 au/gp	6,000 au/gp, Craft DC 30, Craft Aethertech[ACS]
SLI Mk 4	+8	4 au/day	8,100 au/gp	4,050 au/gp, Craft DC 35, Craft Aethertech[ACS], Mind[USoP] sphere (Esteem[USoP])
SLI Mk 5	+10	5 au/day	12,100 au/gp	6,050 au/gp, Craft DC 40, Craft Aethertech[ACS], Mind[USoP] sphere (Esteem[USoP])
SLI Mk 6	+12	6 au/day	16,900 au/gp	8,450 au/gp, Craft DC 45, Craft Aethertech[ACS], Mind[USoP] sphere (Esteem[USoP])

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of space squares toward its target (in the case of atmosphere-bound fights, the tracking weapon immediately reaches its target). Each subsequent round at the start of the firing Gunner's turn, the gunner must succeed at another attack roll against the target's AC to continue to move the tracking weapon toward its target at its listed speed. On a failure, the projectile is lost. If the tracking weapon reaches the target's space, it deals the listed damage.

A tracking weapon may be shot out of space in transit. A tracking weapon is considered to have an AC of 20 and the listed amount of hp.

Magic Mounts[ACS], Psionics, and Spheres

For the purpose of use with magic mounts, psionic powers count as spells of their level.

For the purpose of use with magic mounts, magic sphere effects which cost 1 or fewer spell point count as 3rd-level spells, magic sphere effects which cost 2 or 3 spell points count as 7th-level spells, and magic sphere effects which cost 4 or more spell points count as 9th-level spells.

Table 4-6: Aethership Weapons

Weapon Cost	Dmg	Type	Critical	Range	Internal Slots	Firing Mode	Ammo	Weight	Restriction	Special
Class III (Sub-Capital) Weapons										
Anchoring harpoon										
9,800 au/gp	6d10	P	x4	100 ft. (1 space square).	—	Slow	Single	4,000 lbs.	Restricted	Anchoring
Breaching pod										
12,000 gp	6d12	B/P	x2	300 ft. (short)	1	Slow	Single	6,000 lbs.	Military	Breaching (2), tracking (6 space squares, 40 hp)
Mass driver										
14,000 au/gp	8d10	B/P	x4	500 ft. (medium)	—	Slow	Single	3,600 lbs.	Military	Puncturing
Missile launcher										
13,800 au/gp	20d6	B/P	x2	1,600 ft. (long)	1	Slow	Single	4,000 lbs.	Military	Tracking (10 space squares, 20 hp)
Proximity minelayer										
12,800 gp	18d8	B/P	x3	100 ft. (1 space square)	1	Slow	Single	5,000 lbs.	Military	Mine, tracking (4 space squares, 40 hp)
Ramming prow										
6,000 au/gp	—	—	—	—	—	—	—	3,500 lbs.	Military	Ramming (d8)
Class IV (Capital) Weapons										
Crew breaching pod										
20,000 gp	14d12	B/P	x2	300 ft. (short)	2	Slow	Single	11,000 lbs.	Military	Breaching (16), tracking (4 space squares, 120 hp)
Heavy mass driver										
22,000 au/gp	15d10	B/P	x4	500 ft. (medium)	—	Slow	Single	8,000 lbs.	Military	Puncturing
Heavy missile launcher										
18,000 au/gp	30d6	B/P	x2	2,000 ft. (long)	1	Slow	Single	8,500 lbs.	Military	Tracking (8 space squares, 60 hp)
Heavy ramming prow										
10,000 au/gp	—	—	—	—	—	—	—	9,000 lbs.	Military	Ramming (d10)

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Aethership Weapon Enhancements

Aethership weapons can be enhanced as normal weapons, but the following weapon special abilities are unique to aethership weapons.

Antibiological

Price +2 bonus; **Aura** faint evocation or psychometabolism; CL or ML 10th

Antibiological weaponry is designed to strike at the crew of a ship while keeping the ship itself intact. When an *antibiological* aethership weapon would deal damage to an aethership, it instead deals damage to all crew members in the aethership (or in the targeted section of the aethership in the case of capital hulls). Such crew members are allowed a DC 18 Reflex save for half damage against the *antibiological* weapon.

Construction Requirements

Craft Aethertech[ACS]; Destruction[USoP] sphere (Damage Control[USoP]) or *deaden attack*[UP]

Closing

Price +1 bonus; **Aura** faint psychoportation or transmutation; **CL** or **ML** 7th

Closing weapons are enhanced to pursue targets more rapidly. A tracking weapon with the *closing* special ability increases its tracking speed by 1 space square for each point of the weapon's enhancement bonus.

This special ability can be applied any number of times to the same weapon, increasing the tracking speed for each time it is applied.

Construction Requirements

Craft Aethertech[ACS]; Enhancement[USoP] sphere (*Alter Movement*[USoP]) or *burst*[UP]

Entrapping

Price +3 bonus; **Aura** strong evocation or psychoportation; **CL** or **ML** 10th

Entrapping weapons are designed to hamper an aethership's movement. A target damaged by an *entrapping* weapon has its fly speed and acceleration halved for 1d4 rounds. During this time, the target's maneuverability is reduced by 1 step, to a minimum of clumsy. Multiple hits from an *entrapping* weapon do not reduce the target's speed further, but they do extend the duration of the penalty. Dealing damage to an aethership's temporary hit points does not count as dealing damage to the aethership itself for the purpose of this special ability.

Construction Requirements

Craft Aethertech[ACS]; Telekinesis[USoP] sphere (Gravity Ward/Well) or *gravitational anchor*[UP]

Inhibitor

Price +1 bonus; **Aura** moderate evocation or psychokinesis; **CL** or **ML** 9th

Inhibitor weapons make an aethership more difficult to control. When the *inhibitor* special ability is applied, choose a role from among Pilot, Copilot, Engineer, Tactical, or Weapons. When an *inhibitor* aethership weapon would deal damage to an aethership, any crew members who tries to take an action as part of the selected role take a penalty to all attack rolls and skill checks equal to twice the *inhibitor* weapon's enhancement bonus. This penalty lasts for 1 minute.

This special ability can be applied multiple times to the same weapon, selecting a different role to apply penalties to each time.

Construction Requirements

Craft Aethertech[ACS]; Enhancement[USoP] sphere (Cripple[USoP]) or *malfunction*[APC]

Irradiating

Price +4 bonus; **Aura** strong conjuration or psychometabolism; **CL** or **ML** 15th

Irradiating weaponry floods an aethership with dangerous radiation. Whenever an irradiating aethership weapon would deal damage to an aethership, crew members in the aethership (or in the targeted section of the aethership in the case of capital hulls) are exposed to radiation[TG] of severity based on the *irradiating* weapon's enhancement bonus (as per **Table 4-7: Irradiating Weapon Radiation**). Dealing damage to an aethership's temporary hit points does not count as dealing damage to the aethership itself for the purpose of this special ability.

Construction Requirements

Craft Aethertech[ACS]; Destruction[USoP] sphere (Radiation Blast[USoP]) or *wither*[UP]

Table 4-7: Irradiating Weapon Radiation

Enhancement Bonus	Level of Radiation
+1 bonus	Low (1 Con drain, 1 Str damage/day)
+2 or +3 bonus	Medium (1d4 Con drain, 1d4 Str damage/day)
+4 bonus	High (2d4 Con drain, 1d6 Str damage/day)
+5 bonus or higher	Severe (4d6 Con drain, 2d6 Str damage/day)

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Point Defense

Price +2 bonus; **Aura** moderate clairsentience or divination; **CL** or **ML** 11th

Point defense weapons have defensive utility in their capacity to intercept guided attacks. Whenever the aethership with a *point defense* weapon would be attacked by a tracking weapon, a character manning a point defense weapon can make an opposed attack roll against the tracking weapon's attack roll as an immediate action. On a success, the tracking weapon has its projectile destroyed and the attack is negated.

Construction Requirements

Craft Aethertech[ACS]; Divination[USoP] sphere (Foreshadow[USoP]) or *deflect*[UP]

Ripper

Price +3 bonus; **Aura** strong metacreativity or transmutation; **CL** or **ML** 12th

Ripper weaponry excels at ravaging unshielded targets. When a *ripper* weapon deals damage to a target that has no temporary hit points, the weapon base damage dice are doubled. This stacks with any critical damage the weapon may deal.

Construction Requirements

Craft Aethertech[ACS]; Enhancement[USoP] sphere (Deadly Weapon[USoP]) or *shrapnel burst*[UP]

Shieldbreaker

Price +1 bonus; **Aura** faint metacreativity or transmutation; **CL** or **ML** 6th

Shieldbreaker weaponry specializes in destroying the shields of other aetherships. When a *shieldbreaker* weapon deals damage to an aethership, the aethership's total temporary hit points are reduced by 2d6 per point of the *shieldbreaker* weapon's enhancement bonus before damage is calculated.

Construction Requirements

Craft Aethertech[ACS]; Enhancement[USoP] sphere (Harden/Weaken[USoP]) or *matter manipulation*[UP]

Shieldbreaker, Greater

Price +2 bonus; **Aura** moderate metacreativity or transmutation; **CL** or **ML** 10th

This functions as the *shieldbreaker* weapon special ability, save that the aethership's total temporary hit points are reduced by 5d6 per point of the *shieldbreaker* weapon's enhancement bonus before damage is calculated.

Construction Requirements

Craft Aethertech[ACS]; Enhancement[USoP] sphere (Harden/Weaken[USoP]) or *matter manipulation*[UP]

Stellarshot

Price +2 bonus; **Aura** moderate divination or psychoportation; **CL** or **ML** 8th

The *stellarshot* special ability allows a weapon to be fired great distances in space. If the *stellarshot* weapon has no space range, it gains a space range of short. If the *stellarshot* weapon already had a space range, it improves by one step (short to medium or medium to long).

This enhancement can be applied up to three times to the same weapon (maximum long).

Construction Requirements

Craft Aethertech[ACS]; Divination[USoP] sphere (Sniper's Eye[USoP]) or *flexible trajectory*[UP]

Tractor Beam

Price +3 bonus; Aura strong evocation or psychokinesis; **CL** or **ML** 13th

When a *tractor beam* weapon successfully hits a target, the attacking aethership may attempt a grapple combat maneuver against the target using the aethership's combat maneuver bonus (ACMB). This grapple can be maintained so long as the target is within 10 space squares of the aethership. Every round that the aethership maintains this grapple, the pilot may move the target up to two space squares directly towards or away from the aethership as part of maintaining the grapple.

Construction Requirements

Craft Aethertech[ACS]; Telekinesis[USoP] sphere (Telekinetic Maneuver[USoP]) or *telekinetic maneuver*[UP]

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Aethership Talents

The following combat and skill talents were designed for use in conjunction with the aethership rules.

Artifice[SoG] Sphere Talents

Emergency Shipwright [utility]

You may use one of your associated skills in place of Disable Device to perform Aethership Repair and divert power in an aethership, attempting both checks as if you were trained in Disable Device. You may perform battle fixes to an aethership as a standard action rather than a full-round action and may spend a use of skill leverage to reinforce the hull of a ship as a standard action rather than in 2 rounds.

If you possess the Field Repair[SoG] talent, you may add the temporary hit points which would be granted from a battle fix to the temporary hit points granted by Field Repair when using the Field Repair talent on an aethership.

Expert Engineer [utility]

While in an Engineer role on an aethership, you may use the divert power option as a full-round action, or a standard action if you are in an engineering bay module. Additionally, when you divert power to another part of your aethership, you grant additional effects:

Weapons: Grant a bonus on mounted aethership weapon damage equal to your operative modifier.

Propulsion: Grant a bonus on all Fly checks attempted by creatures in the Pilot role equal to your operative modifier.

Aetheric Field: Grant the aethership DR/— equal to your operative modifier.

Defense: Increase the aethership's maximum Dexterity modifier by an amount equal to your operative modifier. **Associated Feat**: Chief Engineer[ACS].

Athletics[SoM] Sphere Talents

Ace Pilot[EO2]

Addendum: For the purposes of this talent, you may treat aetherships as if they were vehicles and may use your choice of ranks in Fly or Profession (pilot) when attempting either type of check as the aethership's pilot.

Close-Quarters Starfighter [utility]

While in the Pilot role of an aethership, you may use your practitioner modifier in place of your Dexterity Modifier when calculating the aethership's ACMB[ACS] and ACMD[ACS]. In addition, you may add any bonuses to your CMB and CMD from feats, talents, items, or class features to your aethership's ACMB and ACMD.

Hotshot Pilot [utility]

You gain access to several new maneuvers when in the Pilot role of an aethership (see Table: Aethership Mastery for details on specific maneuvers). **Associated Feat**: Aethership Mastery[ACS].

Table 4-8: Aethership Mastery

Flying Maneuver	Fly DC
Turn 180 degrees by spending 20 ft. of movement (or 1 square in space)	20
Fly up at an angle greater than 45 degrees	20
Turn 180 degrees while maintaining momentum in the opposite direction for 1 round	25
Free action: reduce damage from an incoming ranged attack by half once per round	10 + attack roll result
Free action: negate damage from an incoming ranged attack once per round	20 + attack roll result

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Communication[SoG] Sphere Talents

Captain's Command [utility]

While you are filling the Copilot role on an aethership and using the aid another action as a standard action, you may use aid another on an additional ally taking an action as part of an aethership role plus an additional ally for every 4 ranks in an associated skill. You may use your Diplomacy modifier in place of your ranks in any other skill when using aid another in this way, rolling a single check for all allies. By spending a point of skill leverage, you may allow all allies benefited by this aid another check to roll twice and take the better result on the next attack roll or skill check they make as part of an aethership role before the start of your next turn.

Infiltration[SoG] Sphere Talents

Jamming Expert [utility]

Whenever you attempt the Run Interference action on an aethership, you may impose a penalty on two separate rolls rather than just one. By spending a point of skill leverage, you may instead impose a penalty equal to five times your ranks in Disable Device divided among any number of rolls any way you wish.

Obscure Signal [utility]

While you are filling the Tactical role on an aethership, whenever you provide a dodge bonus to your aethership's AC, you provide a bonus to the Knowledge DC attempted to scan your ship equal to your ranks in Disable Device. In addition, you may spend a point of skill leverage to provide a dodge bonus to your aethership's AC as a free action rather than a move action.

Navigation[SoG] Sphere Talents

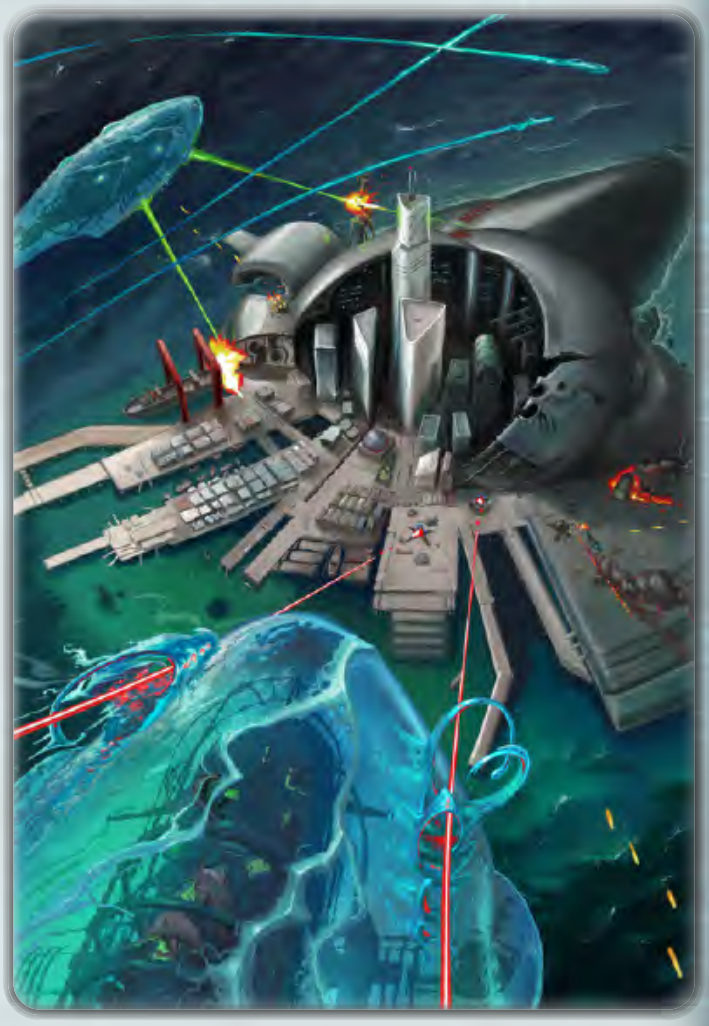
Tight Maneuvering [utility]

While you are filling the Pilot, Co-Pilot, or Tactical role on an aethership, the cost of movement for the first turn or maneuver the aethership performs each round is reduced by 5 feet or 1 space square (to a minimum of 0). By spending a use of skill leverage, you may allow your aethership to take any number of turns or maneuvers without spending movement and to move without provoking attacks of opportunity for 1 round.

Study[SoG] Sphere Talents

Lock-On Expertise [utility]

While you are filling the Tactical role on an aethership, for every 5 by which any of your Knowledge checks to scan exceeds the DC, any miss chance the target possesses is reduced by 10% rather than 5%. You may scan any ship you have previously scanned as a move action or as a free action by spending a use of skill leverage. When you spend skill leverage in this way, the target's miss chance is reduced to 0%.



Tactical Officer [utility]

While you are filling the Tactical role on an aethership, whenever you successfully scan an aethership, attacks made with your aethership's weapons against the target take no penalty for targeting specific external modules (rather than a –5 penalty) and double their critical threat range (as the keen weapon special ability) for 1 round. Whenever you successfully scan an aethership, you may spend 1 use of skill leverage to grant you both the AC bonus and the attack bonus from the Tactical role for 1 round, but only against ships you have scanned this round.

Vocation[SoG] Sphere Talents

Chief Gunner [utility]

While you are filling the Weapons role on an aethership, you may operate two mounted weapons on an aethership rather than one, although you take a –4 penalty to attack rolls when doing so.

At the start of your turn during aethership combat, you may spend skill leverage to allow any crew and passengers operating aethership weapons to make attacks on your initiative count this round rather than their own.

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When you or another crew member or passenger threatens a critical hit while targeting an aethership module with an aethership weapon, you may spend skill leverage to automatically confirm the critical hit.

Chief Mate [utility]

While you are filling the Copilot role on an aethership, you may spend a move action to aid another on any ally taking an action as part of an aethership role. You may use your Profession (sailor) modifier in place of your ranks in any other skill when using aid another in this way. By spending a point of skill leverage as a standard action, you may grant a move or standard action to any other ally who is filling a role on an aethership.

Star Pilot (trade) [utility]

You gain Acrobatics, Fly, Knowledge (engineering), and Knowledge (geography) as class skills. You may use the better of your Dexterity or Wisdom modifier for Fly checks and for determining the ACMB[ACS] of any aethership you are piloting. **Associated Feat**: Pilot's Intuition[ACS].

Gravity and Vacuum Rules

The following rules for Gravity and Vacuum have been reprinted from the Aethera Campaign Setting alongside clarifications regarding how they interact with mechanics released since. These rules may be used in place of the rules printed in the Aethera Campaign Setting.

Gravity

In games that span multiple planetoids, gravity conditions may vary considerably from one environment to the next. Gravity determines how creatures develop physically, as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. For ease of play, these rules present four simplified gravity environments: normal gravity (x1), low gravity (<x1), high gravity (>x1), and zero gravity (none). The following sections summarize the game effects for each type of environment.

Normal Gravity: Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

Low Gravity: In a low-gravity environment, the pull of gravity is significantly less than experienced in Earth-esque environments. Although an object's mass does not change, it becomes effectively lighter. This means that most creatures bounce when they walk. It becomes easier to move and lift heavy objects, as well as perform Strength-based skill related to moving objects or creatures. In addition, creatures take less damage from falling. Creatures born on a Low Gravity world are considered natives to low-gravity environments.

- *Speed*: A creature's speed increases by 5 feet in a low-gravity environment. This bonus applies to all of the creature's modes of movement.
- *Carrying Capacity*: A creature's normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check attempted to lift or move a heavy unsecured object.
- *Skill Check Bonuses*: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks related to moving objects or creatures and on Acrobatics skill checks attempted to jump.
- *Attack Roll Penalty*: Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment, have the Zero-G TrainingACS feat, or are under the effects of the Gravity Acclimation (acclimation) of the Beyonder[SoG] talent from the Navigation[SoG] sphere.
- *Damage from Falling*: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per 10 feet fallen to 1d4 points per 10 feet fallen.
- Long-Term Effects: Long-term exposure to lowgravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a low gravity environment takes 1d6 points of Strength damage upon returning to normal gravity.

High Gravity: In a high-gravity environment, the pull of gravity is significantly greater than on most habitable worlds. Although an object's mass does not change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious. Creatures born on a high gravity world are considered native to that environment.

- *Speed*: A creature's speed decreases by 5 feet (to a minimum of 0 feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.
- *Carrying Capacity*: A creature's normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check attempted to lift or move a heavy unsecured object unless they are under the effects of the Gravity Acclimation (acclimation) of the Beyonder[SoG] talent from the Navigation[SoG] sphere.
- *Skill Check Bonuses*: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks and Acrobatics checks attempted to jump unless they are under the effects of the Gravity Acclimation (acclimation).

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- *Attack Roll Penalty*: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment or are under the effects of the Gravity Acclimation (acclimation).
- *Damage from Falling*: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per 10 feet fallen to 1d8 points per 10 feet fallen.
- *Long-Term Effects*: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a high-gravity environment takes 1d6 points of Dexterity damage upon returning to normal gravity.

Zero Gravity: Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Acrobatics checks attempted to jump no longer apply (see Acrobatics in Chapter 4 of Aethera Campaign Setting for more information).

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

- Space Adaptation Syndrome: A creature exposed to weightlessness must succeed at a DC 15 Fortitude save to avoid the effects of space sickness. Those who fail the save are sickened, and those who fail the save by 5 or more are also nauseated. These effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero gravity environment. Creatures with the Zero-G Training feat or who are under the effects of the Gravity Acclimation (acclimation) of the Beyonder[SoG] talent from the Navigation[SoG] sphere do not suffer the effects of space sickness.
- *Speed*: While in a zero-gravity environment, a creature cannot move under their own power unless they possess a supernatural fly speed or are able to push off of a solid object. Maneuvering this way is tricky and poses a risk of veering off course or spinning uncontrollably. See Lining Up & Jumping under the Acrobatics Skill in Chapter 4 of Aethera Campaign Setting for more information.
- *Carrying Capacity*: A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check attempted to lift or move a heavy unsecured object.
- *Attack Roll Penalty*: Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment, have the Zero-G Training feat, or are under the effects of the Gravity Acclimation (acclimation).
- *Modified Bull Rush Rules*: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.
- *Long-Term Effects*: Long-term exposure to zero gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 continuous hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.
- *Weight vs. Mass*: While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly. For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.
- *Momentum*: A moving object in zero gravity does not stop unless it has some external means to, or comes into contact with a solid object. As such, once a creature spends a move action to begin moving, that creature continues to move that same speed as a free action every round on their turn until they take some action to stop or are stopped by another force. This momentum applies to aetherships as well, and is calculated into their speed and the overall operating cost for their aetherdrives. An aethership that loses power continues to move at its last speed but can no longer maneuver.

Vacuum

Immediate exposure to a vacuum is jarring, but not instantly fatal. A character exposed to the vacuum of space must succeed at a DC 12 Constitution check for the first two rounds she is exposed to the vacuum, or be staggered. On the third round of exposure, the creature must succeed at a DC 20 Constitution check each round or suffer from aeroembolism ("the bends"). A creature that fails this save experiences excruciating pain as small air bubbles form in its bloodstream; a creature thus affected is stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by 5 or more immediately falls unconscious.

The real danger of vacuum comes from suffocation. Holding one's breath in vacuum damages the lungs due to the extreme difference of pressure, and a character

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who attempts to hold her breath must attempt a DC 15 Constitution check every round; the DC of this increases by 1 each round. On a successful check, the character takes 1 point of Constitution damage (from the pressure on the lining of the lungs).

On a failed check, or whenever the character simply stops holding her breath, she begins to suffocate. In the next round, she falls unconscious with 0 hit points. The following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Narrative Starship Combat

The starship combat system presented in the *Starfinder Core Rulebook* is a deep set of rules involving multiple dice rolls, hex-based measurement, and a wide array of choices for building and upgrading a spacefaring vessel. The aethership rules of *Aethera Campaign Setting* offer a similar degree of complexity, and while they may be more functional in a *Pathfinder First Edition* game they remain a detailed subsystem with many unique mechanics.

The narrative starship combat rules presented in the *Arcforge Universe Cyclopedia* are geared more towards the use of a starship as a setting for adventure, a location which players can interact with in numerous ways but which ultimately does not remove the tactical aspects of normal *Pathfinder First Edition* play.

Other players might want something a little more fast-paced that still allows them to make important decisions, roll some dice, and engage in memorable encounters.

This section introduces a more narrative-focused system for running starship combats. Rather than taking place on a hex grid, these combats rely more on "the theater of the mind," focusing on cinematic interactions between the fighting starships. Every member of the crew still gets to participate in the encounter, lending their expertise to sway the outcome in their group's favor!

Narrative Starship Combat Overview

Below is a summary of narrative starship combat.

- The combat takes place over a series of rounds which function differently from normal combat, during which the PCs attempt to destroy or disable one or more enemy starships.
- Each round, the GM chooses a tactic for the enemy forces, which might affect the actions the PCs take on their turn.
- Each PC crew member takes an action related to their role on board the vessel, which might prompt them to attempt a skill check. The enemy forces take a number of hits based on the number of skill checks the PCs succeed at.
- The combat ends when the enemy forces take a certain number of hits or when the PCs' starship takes a certain number of hits. (A GM might rule that a narrative starship combat ends due to other criteria, such as the enemy forces surrendering or the passage of a specific number of rounds.)

Starship Stat Blocks

Like standard starship combat and tactical combat, narrative starship combat requires stats for the enemies the PCs face as well as stats for the vessel (or vessels) that the PCs control. However, the stat blocks for this system are more streamlined and contain only a few pieces of key information.

Name: This is the name of the ship or threat.

Tier: This is the tier of the ship. A starship's tier reflects a combination of the crew's skill and the ship's armaments. A starship's tier determines the Average and Hard DCs for interacting with the starship as well as its skill bonus when operated by NPCs.

Average DC and Hard DC: These two statistics represent the Difficulty Classes of skill checks attempted against the ship. See **Table 4-9: Starship DCs and Skill Bonuses by Tier** to determine the Average and Hard DCs for a starship of a specific tier.

hp: This is the number of hits a starship can take before it is taken out of the fight. Most starships have 5 hp.

Threshold: This is the number of skill checks that the PCs must succeed at to deal a hit. Most starships have a Threshold of 3.

Skill Bonus: This statistic, which appears only on NPC starship stat blocks and is based on tier, is used when an NPC starship attempts a skill check. See Table 4-9: Starship DCs and Skill Bonuses by Tier to determine the skill bonus for a starship of a specific tier.

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Special Abilities: This section of the stat block details any special abilities a starship might have. They are usually only the purview of NPC starships, but that does not mean a PC's starship cannot do something unique as well! Details on special abilities are explored below.

Calculating DCs, Skill Bonuses, and Challenge

The Average DC, Hard DC, and Skill bonus of starships can be found using the table presented below.

Table 4-9: Starship DCs and Skill Bonuses by Tier

Starship Tier	Average DC	Hard DC	Skill Bonus
1	16	21	+8
2	18	23	+10
3	19	24	+11
4	20	25	+12
5	21	26	+13
6	23	28	+15
7	24	29	+16
8	25	30	+17
9	27	32	+19
10	29	34	+21
11	31	36	+23
12	32	37	+24
13	33	38	+25
14	35	40	+27
15	36	41	+28
16	38	43	+30
17	39	44	+31
18	41	46	+33
19	43	48	+35
20	45	50	+37

Combat between starships of equal tiers can feel different than a fight between PCs and opponents of an equal CR. Usually, there is only one PC ship in the fight, containing the entire party. This means that if the battle is lost, the PCs might be taken captive or perish. As a result, starship combats where the PCs face off against a ship of equal tier and capability to their average player level (or APL) can be very difficult. Most encounters should be against ships of a lower tier. Use the following table as a guideline.

Table 4-10: Starship Encounter Difficulty

Difficulty	Enemy Starship Tier	Experience Given
Easy	APL - 3	As encounter with CR = APL - 1
Average	APL - 2	As encounter with CR = APL
Challenging	APL - 1	As encounter with CR = APL + 1
Hard	APL	As encounter with CR = APL + 2
Epic	APL + 1	As encounter with CR = APL + 3

Multiple Ships

If the PCs have more than one starship fighting on their side, use the highest-tier ship's tier as a base and add 1 to this value for each additional starship within at least 2 tiers of that starship. If none are within 2 tiers, add up the tiers of all the additional starships and add 1 to the base value if the total equals or exceeds the base starship's tier. Use this modified value when determining the encounter's difficulty.

If there are multiple enemy starships, treat every pair of enemy starships of the same tier as a single starship of the pair's tier + 2 (and every trio as a single starship of the trio's tier + 3). If there are a number of ships of different tiers, use the formula for multiple PC ships to determine the final difficulty. For example, if the enemy consists of three tier 1 starships, a tier 4 starship, and a tier 7 starship, the final result would be a tier 8 challenge.

Starship Modifications

The following modifications can be applied to a starship to direct it towards a specific playstyle.

Armor: A starship can lower its skill bonus by 2 to increase its hp or Threshold by 1, to a maximum hp of 8 and Threshold of 6.

Cloak: A starship can lower its Threshold by 1 to increase its Average and Hard DCs by 1, to a maximum of 5 higher than their normal DCs.

Firepower: A starship can lower its hp or Threshold by 2 to increase its skill bonus by 1, to a minimum hp and Threshold of 1.

Shielding: A starship can lower its skill bonus by 1 to increase its Average and Hard DCs by 1, to a maximum of 5 higher than their normal DCs.

Sample Special Abilities

Anti-Crew Strike: As a tactic, the ship unleashes a spell or special ability which targets the crew of the PC's ship rather than the ship itself. If such an ability allows a saving

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throw, the DC is equal to 10 + 1/2 the ship's skill bonus. Some examples of anti-crew strikes are as follows:

- All crew members take 2 points of Wisdom damage (Will negates)
- All crew members take 3d6 electricity damage (Reflex negates)
- All crew members are shaken for 1 round of starship combat (Will negates)
- All crew members are exposed to high radiation (Fortitude DC equal to normal anti-crew DC)

Entrap: As a tactic, the ship attempts a skill check against a PC ship's Hard DC to physically capture the ship or ensnare it with a tractor beam. If successful, the PC's ship immediately takes 1 hit and takes 1 additional hit every following round that it has not yet escaped. A PC pilot of an entrapped vessel can attempt a special Piloting action against this ship's Hard DC to fly their vessel out of the trap; succeeding at this action does not count as a successful skill check against this ship's threshold unless the pilot spends 1 Drive Point.

Hemorrhage: As a tactic, the ship attempts a skill check against a PC ship's Hard DC to target it with a special degrading weapon or tear open a vulnerable point in its hull. If successful, the PC's ship immediately takes 1 hit and takes 1 additional hit every following round that it has not yet repaired the damage. A PC engineer of an hemorrhaged vessel can attempt a special Piloting action against this ship's Hard DC to negate the hemorrhage's ongoing damage; succeeding at this action does not count as a successful skill check against this ship's threshold unless the engineer spends 1 Drive Point.

Squad Tactics: All ships with squad tactics are aware of any threats that other ships with squad tactics in the same starship combat are aware of. If at least one other ship with squad tactics is engaged in the same starship combat, a ship with squad tactics increases its skill bonus by 1.

Appropriate Starships for PCs

The basics of stat blocks for a PC starship look much the same as those for an NPC starship. The Average and Hard DCs are calculated the same way, assuming that the PCs have a starship of a tier equal to their Average Party Level (reflected in both the increased skill of the PCs and any improvements they might have made to the starship). A PC ship does not require a threshold and as a result cannot take any modifications which improve or reduce threshold. The PCs, of course, use their own skill bonuses for the actions they will attempt, adding any skill bonus or penalties from starship modifications to their own skill bonuses.

Starship Upgrades

Some players might want a sense of advancement for their ship as they level up their characters. Presented below are some upgrades that the PCs can add to their ship, either by purchasing them and having them installed at a friendly spaceport or by finding them as treasure during their adventures. The PCs can choose one upgrade when their starship reaches tier 3 and every 3 tiers after that.

Some of the upgrades presented here have tier requirements, but they are otherwise available to all crews. GMs are encouraged to add their own, perhaps taking inspiration from NPC starship special abilities.

Similarly, GMs are encouraged to allow players to install Expansion Bays on their ship (see the Starship rules for details on Expansion Bays).

Ablative Plating

Ablative plating allows a crew to ignore the first hit the ship takes in a narrative starship combat.

Displacement Mantle

Once per narrative starship combat, any crew member can activate the displacement mantle when an enemy starship succeeds at a check that would cause a hit (this takes no action). The enemy vessel must reroll the skill check and take the new result.

Nav-Scram Module

Once per narrative starship combat, any crew member can activate this module as part of an action that targets an enemy starship. The enemy starship takes a –2 penalty to its skill checks for 1d4 rounds.

Tracking Weapons

Once per narrative starship combat, a gunner can reroll a failed skill check that targets an enemy vessel.

Tractor Beam

Any enemy ship attempting the Flee tactic must first succeed at a skill check against your ship's Hard DC or it fails to escape at the end of the round.

Virtual Intelligence

This supercomputer attempts the Provide Aid crew action for a PC of the crew's choosing each round, using a bonus equal to the normal skill bonus for the ship's tier for this check.

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Sample Starship

Lashunta Battlecruiser **Tier 10**

Average DC 29; **Hard DC** 34
hp 5; **Threshold** 3
Skill Bonus +21

SPECIAL ABILITIES

Hemorrhage, Squad Tactics

Combat Rounds and Enemy Tactics

At the beginning of each round of narrative starship combat, each character can switch to a different starship role (or assume a role if they did not already have one). A character can switch to the captain or pilot role if that role would otherwise be vacant (or if the character currently in that role is unable to take actions).

Once every PC declares what starship role they are performing, the GM chooses a tactic for each enemy ship. Then, each PC chooses and performs a starship role action in any order. The GM tallies the number of successful actions, comparing the result to the threshold of one of the enemy forces; each time that number meets or exceeds that threshold, that starship takes a hit. Any starship that takes a number of hits equal to its hp is out of combat. If both sides of the fight remain (and no special victory or loss conditions have been met), the next round begins. Any skill check successes carry over into the next round.

Tactics are listed starting below, and crew role actions are described starting on page xxx.

Enemy Tactics

Each round, the GM chooses one of the following tactics for each enemy vessel. GMs can also create their own tactics tailored to a particular setting or foe, basing them off the ones presented here. No two enemy ships can choose the same tactic in a round.

Each tactic notes how it affects the combat in that particular round, usually by granting a bonus to an enemy ship or by imparting a penalty on the PCs or damaging their ship. Some tactics require the enemy ships to attempt a skill check before the tactic takes effect; these skill checks use the skill bonus listed for that starship.

All-Out Attack

An enemy ship concentrates a salvo of attacks.

Effect: The enemy starship attempts two skill checks against the Hard DC of a PC ship. If both succeed, that ship takes 2 hits. If even one check fails, the PC ship takes no damage.

Special: If successful, this tactic cannot be chosen again by any enemy starship until after the following round.

Cruel Taunt

The enemy unleashes a barrage of threats and taunts over comms.

Effect: The enemy starship attempts a skill check against either the Average DC or the Hard DC of a PC ship. On a success, characters on board that ship take a –1 penalty to all skill checks until the end of the round; this penalty increases to –2 if the check succeeds against the Hard DC.

Evasive Maneuvers

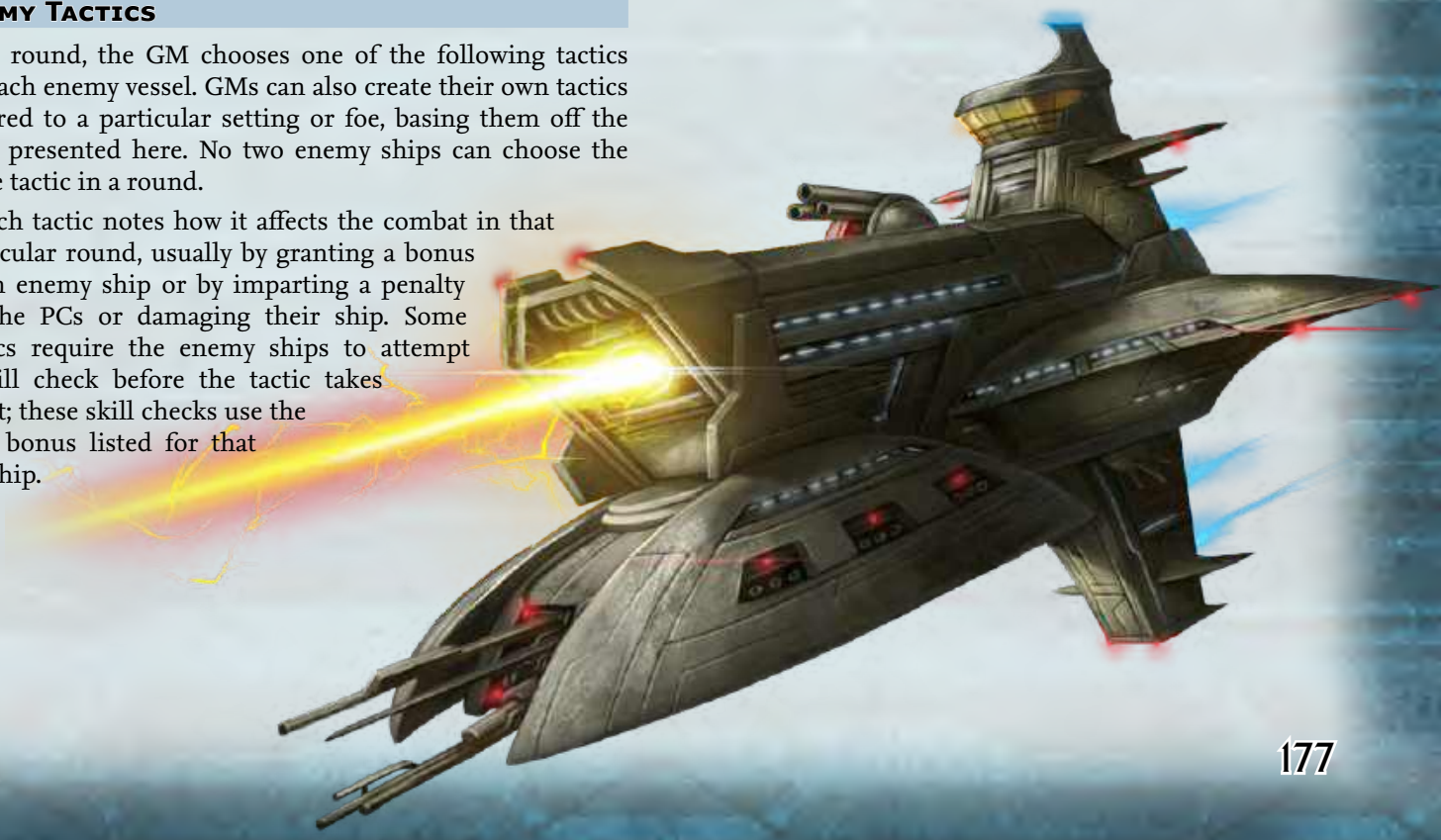
An enemy ship flies in a manner that makes them hard to target or predict.

Effect: The GM chooses a PC ship. Checks attempted by engineers and gunners on board that ship use the Hard DC for all checks until the end of the round.

Flee

A foe tries to escape the battle.

Effect: If the enemy ship has more than 0 hp at the end of the round, it flees the battle, likely ending the narrative starship combat if there are no other enemy ships remaining.



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Special: If the players want to give chase to the fleeing enemies, the GM can allow the party's ship and the enemy to make up to one opposed skill check for every Drive Point the PCs spend. If the PCs succeed at at least two of these opposed skill checks, they successfully pursue the fleeing ship to a new location.

Flyby Stunt

An enemy ship crowds the characters' starship as it sweeps past.

Effect: The GM chooses a PC ship. Checks attempted by chief mates and pilots on board that ship use the Hard DC for all checks until the end of the round.

Make Repairs

Enemy engineers scurry to repair the damage inflicted on their vessel.

Effect: The enemy starship recovers 1 hp (up to its maximum). However, that ship's threshold is reduced by 1 (minimum 1) until the end of the round.

Open Fire

An enemy ship fires upon the characters' starship!

Effect: The enemy starship attempts a skill check against the Average DC of a PC ship. On a success, that PC ship takes 1 hit.

Raise Shields

An enemy ship diverts all their power to their shields.

Effect: The enemy starship's threshold is 1 higher until the end of the round.

Ram

Heedless of danger, a foe barrels into the characters' starship.

Effect: The enemy vessel attempts a skill check against the Average DC of a PC ship. On a success, both the PC ship and the enemy ship take 1 hit, and all characters on board the PC ship take a –1 penalty to all skill checks until the end of the round.

Signal Jam

The enemy vessel emits mystical interference.

Effect: The GM chooses a PC ship. Checks attempted by magic officers and science officers on board that ship use the Hard DC for all checks until the end of the round.

Take Cover

An enemy ship ducks behind some obstacle or actively cloaks itself from observation.

Effect: The enemy starship cannot be targeted by PC skill checks this round. On the PCs' turn, the PC pilot can attempt a check against the enemy ship's Hard DC to negate this effect, but this action does not count as a successful skill check for the purpose of meeting or exceeding that enemy ship's threshold.

Use a Special Ability

One of the enemies activates one of their special abilities.

Effect: The effect of this tactic depends on the special ability used, as described in the ship's stat block.

Crew Actions

In narrative starship combat, each PC should know which role they are performing before combat begins (starship roles are detailed below). In addition, the GM describes the foes (though they need not go into specifics about the stat blocks) and area in which the combat takes place to the players. The GM should also inform the players of any special rules or victory or loss conditions added to this particular combat (such as a specific location having to be defended or destroyed).

After the GM has chosen the enemy's tactic for the round, the PCs can each perform an action related to their current role. Many actions require the PC to attempt a skill check. Some successful actions contribute to the number of skill checks needed to damage an enemy ship, while others alter the combat in other ways. These actions are listed below, sorted by role. An action that any PC can perform regardless of role is listed first.

When a PC attempts a skill check, they can choose any skill they like from the given list and describe how that skill relates to the action they want to perform. If they select a skill that is listed as one of the action's preferred skills or a Profession skill tied to their role (such as Profession (sailor) for a pilot), the DC for the check is the Average DC for their ship or the enemy ship, depending on the action. If they select any other skill, the DC is the Hard DC. A PC cannot take 10 or 20 on any skill check during narrative starship combat. Each round, a player must select a different skill than they used the previous round. The PCs can take their actions in any order they wish.

The timeframe of a crew action in narrative starship combat is intentionally left ambiguous.

Roles

In starship combat, PCs assume different roles on their starship, each role allowing the character to perform unique Crew Actions. A starship can have any number of PCs fulfilling most roles, but only one character can fulfill the captain and pilot roles of a starship.

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Drive Points

Some crew actions can provide extra benefits if the player spends 1 Drive Point after they succeed at the skill check. In order to gain Drive Points, a character must spend a use of Skill Leverage, 2 spell points, a use of a limited-use ability, or a point from a limited-point pool for every Drive Point gained (for example, a character could spend a grit point, stamina point, or use of channel energy to gain a Drive Point). Drive Points are lost at the end of a starship combat, but a character may gain Drive Points as part of a crew action which involves spending Drive Points.

At 8th level, a PC receives 1 additional Drive Point at the start of narrative starship combat. At 16th level, this increases to 2 additional Drive Points.

Using Class Abilities

A few classes grant abilities that can improve a character's skill check, such as an investigator's inspiration. Such abilities can be used in narrative starship combat, unless the ability states that it cannot be used in combat. If the ability takes an action to activate (such as a standard or move action), a PC can do so at the beginning of a round instead of changing roles; a spellcaster can use this opportunity to cast a spell that grants a bonus on skill checks, for instance, but they cannot target anyone on another ship (or a starship itself). If the ability has a duration, assume that a round of narrative starship combat takes about 1 minute.

Any Crew Action

The following action can be taken by any crew member.

Provide Aid

You help out another crew member by lending your expertise.

Preferred Skills: Any.

Effect: Choose an allied crew member who has not taken a crew action this round. When that crew member attempts a skill check this round, you may attempt a skill check at the same DC. If you succeed, that crew member gains a +2 bonus on the skill check they attempt this round. If the result of your check exceeds the DC by 5 or more, this bonus increases to +3.

Drive: By spending 1 Drive Point, you can provide the same bonus to a second allied crew member who has not acted this round.

Captain Actions

These actions can be taken only by a crew member who's filling the captain role.

Enact Cunning Stratagem

You come up with and have the crew execute a clever plan to outwit the enemy forces.

Preferred Skills: Fly, Knowledge (history), Stealth.

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Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Encourage Crew Member

With a few words, you bolster a crew member's determination.

Preferred Skills: Diplomacy, Intimidate, Knowledge (local).

Effect: Choose an allied crew member. The next time that crew member attempts a crew action, attempt a skill check against the DC the crew member is trying to beat. If you succeed, that crew member gains 1 Drive Point which they may spend on the action.

Drive: By spending 1 Drive Point, a second allied crew member gains 1 Drive Point.

Give Orders

Your orders could spell the difference between life and death for you and your crew.

Preferred Skills: Any.

Effect: Choose an allied crew member. The next time that crew member attempts a crew action, attempt a skill check against 5 + the DC the crew member is trying to beat (or the DC if the crew member is already trying to beat the Hard DC). If you succeed, that crew member can take a second action this round.

Drive: By spending 1 Drive Point, the targeted crew member receives a +2 bonus on the skill check on their second action.

Taunt Enemy

You relay some choice quips to your enemy over comms.

Preferred Skills: Bluff, Intimidate, Sense Motive.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Chief Mate Actions

These actions can be taken only by a crew member who's filling a chief mate role.

Access Maintenance Panels

You know how to access and manipulate the mechanisms of your ship's systems directly.

Preferred Skills: Acrobatics, Climb, Knowledge (engineering).

Effect: Choose an allied crew member in an engineer or science officer role. The next time that crew member attempts a crew action in those roles, attempt a skill check against the DC the crew member is trying to beat. If you succeed, the engineer or science officer can roll their next skill check twice and take the better of the two rolls.

Drive: By spending 1 Drive Point, you can grant this bonus to a second allied crew member, though they must be in a different role.

Deride Enemy Ship

You point out a number of flaws in your foe's ship's design or performance.

Preferred Skills: Craft (mechanical), Intimidate, Knowledge (engineering).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Maximize Crew Efficiency

You know how to get the most out of your fellow crew members.

Preferred Skills: Any.

Effect: Choose an allied crew member. The next time that crew member attempts a crew action, attempt a skill check against 5 + the DC the crew member is trying to beat (or the DC if the crew member is already trying to beat the Hard DC). If you succeed, the next time this round that this allied crew member succeeds at an action that grants skill check successes, the number of skill check successes that action grants is doubled.

Drive: By spending 1 Drive Point, the targeted crew member receives a +2 bonus on the skill check on their next action.

Realign Targeting Systems

With some solid tools and some muscle, you manually realign your ship's targeting systems to better fire upon the enemy.

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Preferred Skills: Acrobatics, Climb, Perception.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Engineer Actions

These actions can be taken only by a crew member in an engineer role.

Deploy Hazards

Your ship expels some hazardous material or stationary defenses in the path of an enemy ship.

Preferred Skills: Craft (mechanical), Fly, Survival.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Engage Experimental Prototype

You have a new piece of equipment you know will turn the tide of battle.

Preferred Skills: Any.

Effect: Choose an allied crew member. The next time that crew member attempts a crew action, attempt a skill check against 5 + the DC the crew member is trying to beat (or the DC if the crew member is already trying to beat the Hard DC). If you succeed, the next time this round that this allied crew member succeeds at an action that grants skill check successes, the number of skill check successes that action grants is doubled.

Drive: By spending 1 Drive Point, the next time this round an allied crew member rolls a check for the targeted action, that crew member can roll the skill check for the targeted action twice and take the better of the two rolls.

Overpower Systems

You divert power to a system to help outmaneuver or outgun the enemy.

Preferred Skills: Craft (mechanical), Disable Device, Knowledge (engineering).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Patch Hull

With a few quick repairs, you restore your ship's hull integrity.

Preferred Skills: Climb, Craft (mechanical), Knowledge (engineering).

Effect: Attempt a skill check against the ship DC of a ship that damaged you. If you succeed, the ship regains 1 hp (up to its normal maximum).

Drive: By spending 1 Drive Point, you also increase your ship's DC to the Hard DC against enemy tactics the next round.

Gunner Actions

These actions can only be taken by a crew member in a gunner role. For a gunner, a ranged attack roll counts as a valid option for a skill check; when a gunner chooses to make a ranged attack during narrative starship combat, they gain a +3 bonus on the roll.

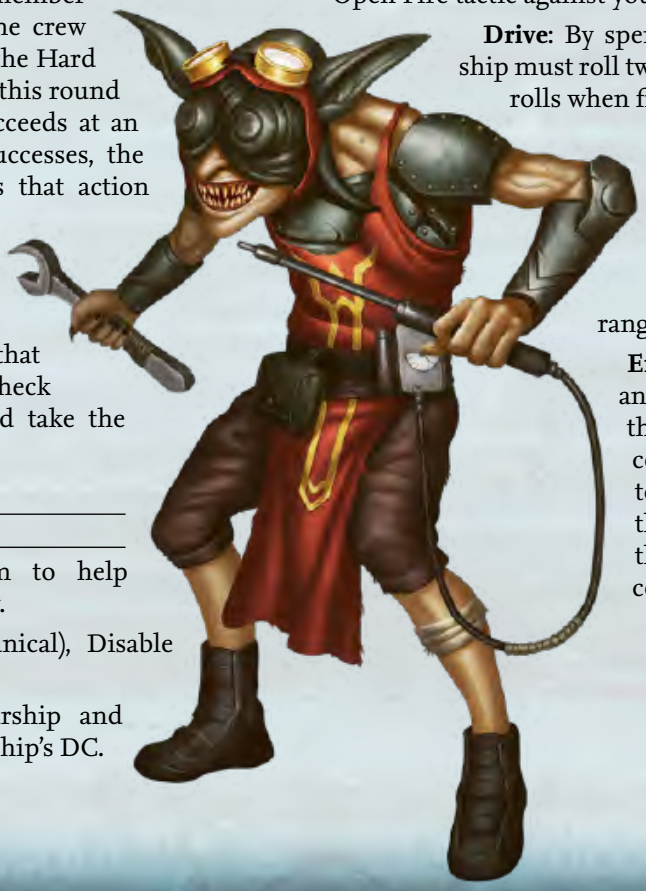
Draw Fire

Your attacks draw the attention of an enemy vessel.

Preferred Skills: Bluff, Intimidate, ranged attack.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship must take the Open Fire tactic against your ship next round.

Drive: By spending 1 Drive Point, the enemy ship must roll twice and take the worse of the two rolls when firing upon your ship next round.



Fire at Will

You open fire with your ship's weapons on the enemy.

Preferred Skills: Acrobatics, Fly, ranged attack.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, it counts as a skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

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Harry Enemy

You shoot not to damage but to harass an enemy ship.

Preferred Skills: Bluff, Fly, ranged attack.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship takes a –2 penalty to skill checks in the following round.

Drive: By spending 1 Drive Point, this penalty applies to an additional enemy ship of your choosing next round.

Target Weak Spot

You attempt to hit an enemy ship in a vulnerable area.

Preferred Skills: Any (including ranged attack).

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 10 or more, you also automatically deal 1 hit to that starship; this is in addition to any damage through normal skill check successes gained.

Magic Officer Actions

These actions can be taken only by the crew member who's filling a magic officer role.

Channel Eldritch Energy

By pulling magic from the very fabric of space, you can hinder an enemy starship.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, the targeted enemy ship's threshold is reduced by 1 in the next round.

Empower Crew

Either through the blessings of an otherworldly power or by potent magic, you support the rest of your crew.

Preferred Skills: Diplomacy, Knowledge (religion), Spellcraft.

Effect: Any number of allied crew member. The next time each of those crew members attempts a crew action, attempt a skill check against 5 + the DC the crew member is trying to beat (or the DC if the crew member is already trying to beat the Hard DC). If you succeed, that crew member gains a +1 bonus on any skill check they attempt.

Drive: By spending 1 Drive Point, this action also counts as a skill check success.

Prognosticate

You attempt to predict the future by reading the weft and weave of probability.

Preferred Skills: Knowledge (arcana), Knowledge (history), Sense Motive.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, the GM must immediately decide on that ship's tactic and perform that action next round. The first action that targets that ship next round gains a +2 bonus.

Drive: By spending 1 Drive Point, the first two actions that target that ship in the next round gain the +2 bonus.

Scry on Enemy

You try to mystically spy on the enemy's bridge crew.

Preferred Skills: Knowledge (planes), Perception, Spellcraft.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Pilot Actions

These actions can only be taken by a crew member who's filling the pilot role.

Engage Full Thrusters

You open your ship's throttle to escape from the enemy forces.

Preferred Skills: Acrobatics, Fly, Knowledge (engineering).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship must use your ship's Hard DC for any tactics, and it takes a –1 penalty to its skill check.

Drive: By spending 1 Drive Point, you can increase this penalty to –3.

Hold Steady

You try to keep an enemy starship in your gunners' sights.

Preferred Skills: Fly, Perception, Ride.

Effect: Choose an allied crew member in a gunner role. The next time that crew member attempts a crew action in that role, attempt a skill check against the DC the crew member is trying to beat. If you succeed, the gunner gains a +3 bonus to any action that grants skill check successes and targets the same enemy starship.

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Drive: By spending 1 Drive Point, you can grant this bonus to a second gunner, though they must target the same enemy starship.

Outmaneuver

The enemy forces are no match for your piloting skill.

Preferred Skills: Acrobatics, Fly, Ride.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Perform Audacious Stunt

You fly your ship in such a way to confound and surprise the enemy.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 2 skill check success toward that ship's threshold.

Science Officer Actions

These actions can be taken only by a crew member in a science officer role.

Improve Countermeasures

With a few tweaks to various systems, you enhance your ship's ability to deflect attacks.

Preferred Skills: Disable Device, Disguise, Knowledge (engineering).

Effect: Whenever an enemy ship attempts a check against your ship's DC next turn as part of a tactic, attempt a check against that ship's DC. If you succeed, your ship's DC increases to the Hard DC against the enemy's tactic.

Drive: By spending 1 Drive Point, an allied crew member in the engineer role can attempt a Patch Hull action immediately for free at a –2 penalty; this does not count as that engineer's action for this round, and they can attempt it even if they have taken their action this round, but they cannot spend a Drive Point on the action if they are successful.

Scan Enemy

You scan an enemy vessel with your ship's sensors to learn more about it.

Preferred Skills: Craft (mechanical), Disable Device, Perception.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Search Database

You quickly scour a downloaded dataset for pertinent information about the enemy.

Preferred Skills: Knowledge (engineering), Knowledge (local), Piloting.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, all skill checks attempted against that ship's DC gain a +1 bonus this round.

Drive: By spending 1 Drive Point, this action also counts as a skill check success.

Target System

Using the ship's weapons, you target a specific system of an enemy ship.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, and if that ship takes at least 1 hit this round, it takes an additional hit.

Drive: By spending 1 Drive Point, this action also counts as a skill check success toward the ship's threshold.

Boarding

Some starship crews (whether PC or NPC) might try to board one of the opposing vessels during starship combat to take the fight to a more personal level. If the enemy forces have the capability to board the PCs' starship, they can do so as a Use a Special Ability tactic. Finish the round, allowing the PCs to take their narrative starship combat actions, and then pause the starship combat. Note any damage done to both starships in case the starship combat needs to resume, and then proceed to run a standard tactical combat.

If the PCs triumph over the boarding party, the narrative starship combat can begin again; however, the GM might decide that the enemy forces have been completely defeated. If the PCs are defeated, then they might be taken captive or even killed, depending on the campaign.

If the PCs want to board an enemy starship, at least one PC should devote their narrative starship combat action to that course and attempt a skill check against the enemy ship's Hard DC. Any number of PCs can attempt this check, and as long as at least one PC succeeds, the group can board the enemy ship. As stated above, note the damage done to all starships and run a standard tactical combat, this time with the PCs as the aggressors.

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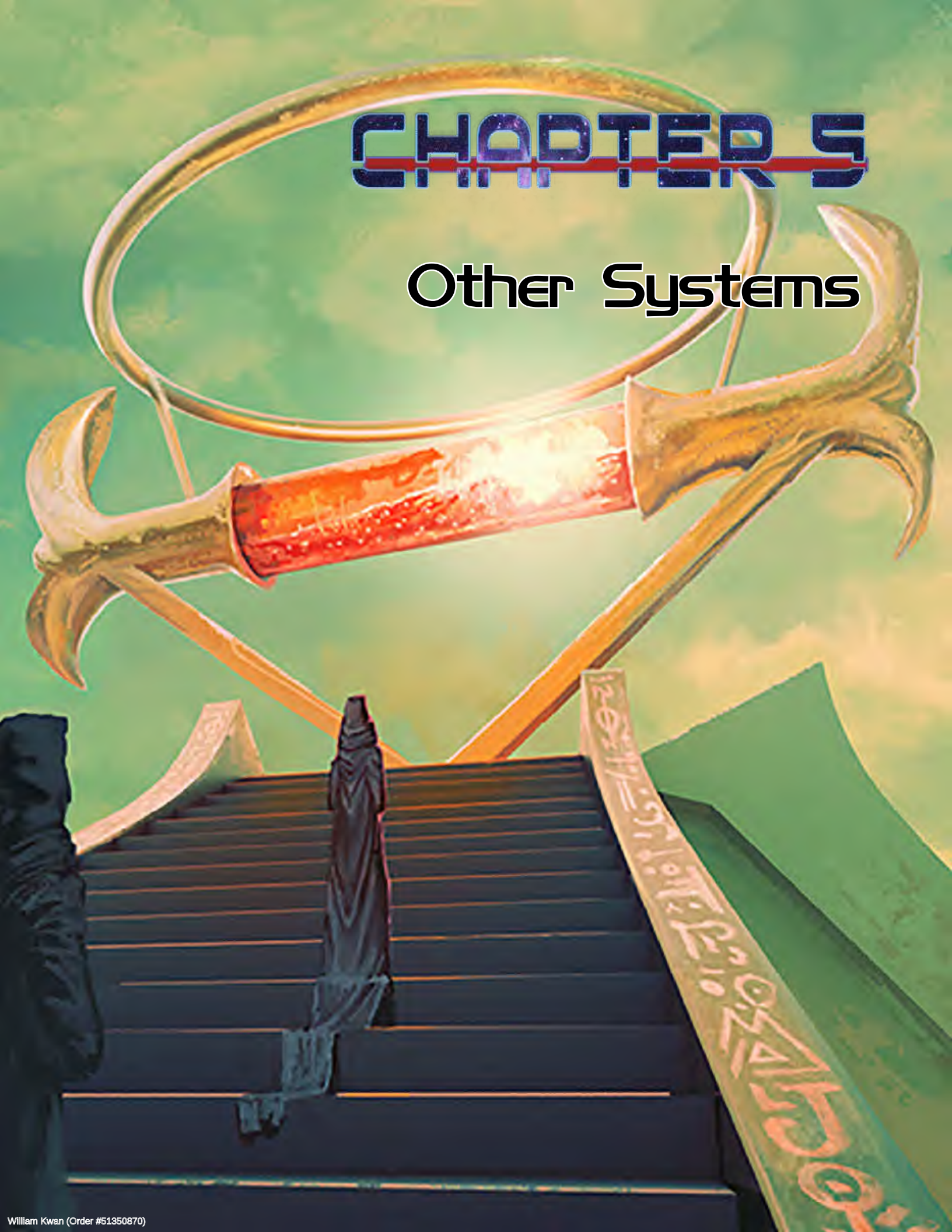

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The following rules subsystems have unique applications in the worlds of Vandara and Aurin.

Omphaloi

Not every world possesses Gods which operate as Vandara's deities, and many cultures have no conception of deities at all. Pacts with powerful extraplanar beings such as Empyreal Lords and Archdevils may produce a dynamic similar to that of the Vandaran Gods and their disciples, but most entities view such pledges to inscrutable beings as questionable or even dangerous. To fill the roles commonly associated with such devotees, many spellcasters across Aurin have developed divine magical techniques that harness the magical power already given to them by the outer planes: their own souls. Through esoteric rituals, individuals of great devotion have learned to project their souls into magical constructs known as omphaloi (singular omphalos). Named for the powerful glow that they display, these omphaloi act as a tool which casters can use to directly draw power from their own soul and convert it into powerful displays of divine magic.

Omphalos Qualities

Every omphalos has several elements which compose it, elements which determine the omphalos's level of power and who is capable of drawing power from it. These elements are the omphalos's drive, eccentricities, manifestation, maximum spell level, and retinue.

Drive: The drive is the goal that all followers of the omphalos dedicate themselves to, the focus which allows them to channel power from their soul. A given's omphalos' drive is automatically known to anyone who is dedicated to the omphalos or would attempt to dedicate themself to an omphalos. An omphalos' drive is determined at its creation and cannot be changed. However, an omphalos' drive is never more complicated than a simple phrase (such as "Protect the country of Calgiran" or "Help those ravaged by disease"). As a result, drives can be interpreted in a wide variety of ways and conflicts can emerge among dedicates of the same omphalos. Unlike deities or planar lords, omphaloi have no moral component or restriction to their adherence.

Eccentricities: Every omphalos has a set of eccentricities which it develops as it grows in power. Generally, the number of eccentricities at omphalos possesses is correlated to its overall cultural influence, be that in the form of a vast following, a great deal of social influence, or an extensive history. Eccentricities of a certain type can be selected any number of times. The eccentricities of an omphalos are generally determined by the creator of the omphalos or else by the means typically followed by dedicates (as determined by the GM). An eccentricity can be one of the following:

Domain: A single cleric domain which all dedicates of the omphalos may select if they are capable of selecting cleric domains. This also allows warpriest dedicates to select the warpriest blessing which corresponds to the domain. All omphalos begin with the Magic and Void[ISWG] domains in addition to domains gained through Eccentricities.

Subdomains: Two subdomains which all dedicates of the omphalos may select if they are capable of selecting cleric domains.

Favored Weapon: A type of weapon which is considered a favored weapon for all dedicates of the omphalos.

Other Options: Two in any combination of feats, prestige classes, and divine fighting techniques that require worship of a certain deity or type of faith. Dedicates are considered worshippers of these respective deities for the purpose of these selected abilities and ignore any alignment-based

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prerequisites for these options. If this eccentricity is gained by an omphalos at least twice, every dedicate is considered a follower of whatever deity they choose for the purpose of determining how items affect and can be used by them. Alignment prerequisites are ignored for options selected in this way.

Creating An Omphalos

The process of creating an omphalos is strenuous but can theoretically be performed by anyone who knows how. The Omphalos Generation occult ritual[OA] is the most typical method to create an omphalos, although it is written that an omphalos can emerge spontaneously in response to certain metaphysical events.

Omphalos Generation

School necromancy; **Level** 4

Casting Time 6 hours

Components V, M (a symbolic relic closely identified with the drive of the omphalos to be created, worth at least 10,000 gp), SC (a number of secondary casters up to your Wisdom modifier)

Skill Checks Diplomacy DC 30, 1 success, Knowledge (plane) DC 30, 1 success, Knowledge (religion) DC 30, 1 success, Use Magic Device DC 30, 1 success

Range 30 feet

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

Backlash All casters take 1d4 points of Charisma damage as elements of themselves coalesce into the omphalos.

Failure The casters each gain 2d4 negative levels.

You tap into the immense energies of your soul and form them into an omphalos, a magical lattice which enables one to channel immense spiritual energies. In the process of performing the ritual, the primary caster speaks of their goal which will become the omphalos' drive (if there are secondary casters, they must agree on this goal as well). When the ritual is completed, a newly created omphalos emerges, with all casters immediately becoming dedicates of the omphalos.

A newly created omphalos begins with 2 eccentricities, one of which must be the Magic domain. Over time, if the omphalos acquires greater influence, it is likely to gain more eccentricities.

Dedication To An Omphalos

Any creature can become dedicated to an omphalos just as any creature can typically worship a deity. If a character is within the dedication range of an omphalos, they may attempt to attune themself to it. This is a process that takes 1 hour and requires that the dedicate commit themself to the drive of the omphalos (it is common, but not necessary, for them to recite it out loud). From that point onwards, so long as they hold the goal of the omphalos as a priority in their actions, thoughts, and decisions (not necessarily their first priority, but always something they consider), they are considered a dedicate of the omphalos and a part of its retinue. Certain other methods tied to conversion, such as the Conversion Channel feat, can convert characters to an omphalos just as they could to a deity.

As omphaloi are receptacles for a soul's power, a character can only be considered dedicated to one omphalos at a time. A character is generally aware of which omphalos they are dedicated to.

A character who turns against the drive of an omphalos and aims to actively inhibit it can lose their abilities just as a cleric or paladin who actively betrays their god. In such a case, the character is no longer considered a dedicate of the omphalos. Such individuals may dedicate themselves to

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another omphalos as normal, but rededicating themself to the same omphalos requires an *atonement* spell or similar effect to be cast on them. For the purpose of feats and abilities, being dedicated to an omphalos counts as worshiping a deity of whatever alignment you choose. For the purpose of feats which are changed based upon what deity a character worships (such as Deific Obedience[ISG]), the character selects what god or pantheon they are treated as following for this feat when they dedicate themself to the omphalos.

Sample Omphaloi

Ascent Into Infinity

The empires of Aurin hold much of the solar system under their sway, and each has learned a great deal about existence in their own way. Despite these revelations, the questions of what lies beyond still fascinate people from all walks of life. Dreams of uncovering the Iterlight's mysteries, reaching faraway stars, discovering distant wonders, or creating a perpetual legacy in the greater beyond drive many individuals to continue their advancement into the cosmic expanse or guide others towards this goal.

Drive: Expand the civilization and perceptions of the Aurin system further into the cosmic expanse

Eccentricities: 10

- Domains: Air, Darkness, Liberation, Magic, Travel, Void[ISWG], Weather
- Subdomains: Exploration[APG], Night[APG], Self-Realization[DA], Stars[ISG]
- Feats: Guided Star[PotR], Liberation Channel[ISG], Oath of the Unbound[ISG], Trailblazing Channel[ISG], Unbound Bravery[DA]
- Divine Fighting Techniques: Way of the Shooting Star[DA]

Cleansing Flame

Although the qlippoth have remained stagnant for nearly a lifetime, the continued presence of these beings and the corrupted races they have begotten still shape the Aurin system in dangerous ways. The Cleansing Flame is an order dedicated to purging the influence of these invaders from the system, be it through developing treatments for the qlippoth corruption, repairing blighted ecosystems, or exterminating the qlippoth and any qlippoth-corrupted creatures that dwell across Aurin.

Drive: Purge the Aurin System of the Qlippoth's Influence

Eccentricities: 15

- Domains: Fire, Healing, Luck, Magic, Protection, Strength, Sun, Void[ISWG], War
- Subdomains: Arson[ISG], Purity[APG], Resolve[APG], Restoration[APG]
- Feats: Bravery in Action[DA], Butterfly's Sting[ISG], Curse of Vengeance[ISG], Disciple of the Sword[ISG], Glorious Heat[ISG], Mark of the Devoted[UU] (fight until a certain planet is purged of qlippoth), Sun Striker[ISG]
- Prestige Classes: Crimson Templar[PotR], Sacred Sentinel[PotR]
- Divine Fighting Techniques: Beast's Thunder[DA], Inspiring Sword[WMH], Way of the Merciful[DA]

Dominion Prerogative

The elves of Jalloth evaded the ruin that swept through much of Aurin and are determined to seize control of the system as their foes sit weakened. Their doctrine of racial superiority has developed into a dedicated movement in which they have enraptured many of their android and faunic underlings.

Drive: Preserve and expand the mastery of the elves over other races.

Eccentricities: 6

- Domains: Law, Magic, Nobility, Void[ISWG]
- Subdomains: Aristocracy[CoB], Tyranny[ISG]
- Feats: Conversion Channel[APG], Deadeye's Blessing[PotR], Savior's Arrow[ISG], Thicket Channel[ISG]

Elevation Through Agony

From the kytons of Addoroc to the blood-frenzied berserkers of Shelig to the drug-addled psionic apothecaries of Jaimont, the interconnection of pain, pleasure, and power is a common sentiment across Vandara. Many cultures have developed a twisted faith based around self-brutalization in the pursuit of their goals, the shared misery and fascination of millions coalescing into a brutal omphalos which resonates across Aurin.

Drive: Indulge willingly in painful and terrifying experiences to achieve higher states of being

Eccentricities: 20

- Domains: Charm, Destruction, Evil, Madness, Magic, Psionics[UP], Trickery, Void[ISWG]
- Subdomains: Cannibalism[CoC], Corruption[CoC], Discipline[UP], Greed[CoC], Kyton[CoC], Plague[HotS], Torture[ISG], Truth[DA]
- Feats: Bloodletting[ISG], Channel Viciousness[ISG], Courage in a Bottle[ISG], Cruelty[ISG], Destroy Identity[ISG], Dreamed Secrets[ISG], Fearsome Finish[ISG], Flagellant[ISG], Nightmare Scars[ISG], Poisoner's Channel[ISG], Potion Glutton[ISG], To the Last[ISG], Welcome Pain[FoC]
- Prestige Classes: Runeguard[PotR], Scar Seeker[PotR]
- Divine Fighting Techniques: Blade and Tankard[WMH], Flensing Chain[WMH], Lamashtu's Carving[DA]

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Makers' Reckoning

The Outer Lords once commanded immense power over the Aurin system, and many believe that their departure is only temporary. Lashunta, humans, and Shelig peoples alike have come together in preparing for their ancient creators' return, a mission that often involves terraforming worlds, collecting ancient Outer Lord relics, or fighting against scaled and biomorph peoples whose existence allegedly defaces the ancients' legacy.

Drive: Prepare the Aurin System for the return of the Outer Lords.

Eccentricities: 20

- Domains: Artifice, Glory, Knowledge, Magic, Nobility, Plant, Psionics[UP], Repose, Rune, Void[ISWG], War
- Subdomains: Arcane[APG], Construct[APG], Growth[APG], Hubris[DA], Industry[HotS], Legend[DA], Memory[APG], Noetics[UP]
- Feats: Channel Hate[ISG], Conversion Channel[APG], Divine Dignity[ISG], Dreamed Secrets[ISG], Forceful Channel[ISG], Hellish Shackles[ISG], Hunter of Dahak[ISG], Ironbound Master[ISG], Magical Epiphany[ISG], Master of Knowledge[ISG], Perfect Casting[ISG], Steelskin Channel[ISG]
- Prestige Classes: Dawn Dissident[PoP] (Schismatic Apostle bonus applies against followers of Scaled Legacy and Makers' Reckoning), Stargazer[PotR]

Overcode Awakening

The advancement of Aurin civilizations does not point towards the continuance of biological life or even the progression of greater genetic or magical alterations, according to the dedicates of this omphalos. Rather, the only assurance of Aurin's future is the rejection of mortality, the transformation of life into mechanical or undead states which can stand firm against the ravages of time. Followers of this philosophy work to prepare Aurin for the development or arrival of a being called the Overcode, a hyper-advanced entity which will bring salvation to the system. Androids, undead, and mortals alike welcome this potential future.

Drive: Facilitate the ascent of immortal, transhuman beings in Aurin

Eccentricities: 10

- Domains: Artifice, Death, Knowledge, Magic, Repose, Rune, Void[ISWG]
- Subdomains: Construct[APG], Language[APG], Souls[APG], Undead[APG]
- Feats: Bolster Undead[ISG], Channel Endurance[ISG], Divine Dignity[ISG], Messenger of Fate[ISG], Perfect Casting[ISG], Siphon Channel[ISG]

Ruinous Awe

There are omphaloi which exist beyond Aurin, and the existence of Ruinous Awe confirms this. The solar system does not contain the number of creatures necessary to fuel this omphalos' divine miracles or the sheer variety of abilities it offers to its dedicates. More confusing is the vague nature of its Drive, which seems to have little commonality in its interpretation. Many theorists suggest that Ruinous Awe is the omphalos equivalent of Ristymal, an incredible force which empowers self-defeating ideologies to accelerate their implosion.

Drive: Enshrine your ideological ambitions as absolute, accepting no compromise or challenge

Eccentricities: All

Scaled Legacy

Just as lashunta and other humanoids place their faith in the Outer Lords, the naga, gherigo, dragons, and other scaled peoples of Aurin seek to preserve the legacy of the ancient dragons which shaped the Aurin system so long ago. The Scaled Legacy is less about preparation and more about preservation, remembering the past and keeping its legends and relics alive in the modern day.

Drive: Protect the legacy of the ancient dragons.

Eccentricities: 12

- Domains: Magic, Repose, Scalykind[ISWG], Strength, Void[ISWG]
- Subdomains: Ancestors[APG], Arcane[APG], Dragon[ISG], Venom[ISG]
- Feats: Arcane Insight[ISG], Divine Barrier[ISG], Divine Expression[ISG], Fearsome Finish[ISG], Glorious Heat[ISG],

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Magical Epiphany[ISG], Merciless Rush[ISG], Protective Channel[ISG], Riptide Attack[ISG], Shatter Resolve[ISG], Squash Flat[ISG]

- Prestige Classes: Darechaser[PotR], Dawn Anchorite[PotR], Devoted Muse[PotR]

Spirit Of Luseric

The Luseric Commonwealth, built by former Tauruni and guided by the aeons, is an idea that extends beyond the government of the Orebelt. Holding to virtues of community, equality, and hard work, the Spirit of Luseric embodies the collective will of Luseric's people, the desire to share their prosperity and insight with all of Aurin and perhaps to the worlds beyond.

Drive: Protect and expand the interests of Luseric's people

Eccentricities: 11

- Domains: Community, Knowledge, Magic, Void[ISWG]
- Sudomains: Aeon[CoB], Cooperation[ISG], Education[HotS], Stars[ISG]
- Feats: Beacon of Hope[ISG], Believable Veils[ISG], Bestow Hope[ISG], Clarifying Channel[ISG], Devilish Pride[ISG] (applies to any who do not dedicated to Spirit of Luseric), Divine Dignity[ISG], Diabolical Negotiator[ISG], Hellish Shackles[ISG], Measured Response[ISG], Perfect Casting[ISG], Seductive Channel[ISG], Verify[DTT]
- Divine Fighting Techniques: Patient Strikes[DA], Perfected Fist[DA]

Unshackling

The Cidali empire was responsible for the creation and subjugation of countless dwarves, orcs, faunic, and other biomorphs in its time, and the Qlippoth War finally offered many of these oppressed peoples an opportunity to break free from their captors. Joined by androids fleeing the Estarians and qlippoth-corrupted peoples with no other place to go, this coalition has built a collective mission not only to free bodies and minds from their captors but also to build a new future where they can become more than their assigned tasks.

Drive: Liberate created peoples from the control or dependence of their creators

Eccentricities: 10

- Domains: Artifice, Animal, Community, Liberation, Magic, Protection, Void[ISWG], Water
- Subdomains: Feather[APG], Flowing[CoB], Fur[APG], Home[APG], Revolution[APG], Toil[APG]
- Feats: Liberation Channel[ISG], Oath of the Unbound[ISG]

Corruptions[HA]

The following are additional corruptions whose rules are based upon those found in *Pathfinder Roleplaying Game Horror Adventures.*

Compelled

Alien powers have forced their influence into your mind, seizing control of your actions and turning you against your allies. Be they magical forces or psionic compulsions, these effects can drastically alter the course of a life or even an entire society.

Catalyst

This corruption takes effect when an individual is affected by a certain very powerful mind-affecting effect or other ability that would take control of their mental faculties. Normal powers and spells are not usually strong enough, but more complex rituals or experiments may offer the impact necessary to rewrite a person's faculties to serve the compulsion.

Progression

This corruption develops at the behest of your patron, real or imagined, which may order you to perform certain actions in their interest. At the GM's decision, you may be forced to succeed at a Will save (DC 15 + your manifestation level) or perform some act that serves the patron. You have no memory of the action or actions you perform while under this effect, which lasts 10 minutes and can occur only once per day.

Corruption Stage 1 When your patron takes control and makes you perform a service (or at GM's discretion, when you serve your patron willingly in a vital situation), the corruption progresses by one stage. You can be targeted twice per day with control by your patron rather than just once.

Corruption Stage 2 The second time your patron takes control. the patron can target you once per hour rather than twice per day.

Corruption Stage 3 The third time your patron takes control, the control becomes permanent and you become an NPC under the GM's control.

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Removing the Corruption

Removing this corruption requires a great deal of rehabilitation and psychotherapy to get the effects of the compulsion out of your mind. This process takes 1 week, and may require a successful Autohypnosis[UP] check, Will save, or ritual spell to expunge the effect.

Manifestations

Fathomless Psyche

This functions as the Aboleth Corruption[HR] manifestation of the same name.

Favored Pawn

Your superior looks out for you but knows where you are.

Gift: You gain a +1 insight bonus on all saving throws, excluding those created by your patron or any affiliated creatures.

Stain: You take a –2 penalty to saving throws against effects created by your patron or any affiliated creatures, including the Will save to make you perform a service.

Greater Shattered Mind

This ability functions as the Promethean Corruption[HA] manifestation of the same name.

Guided Hand

Your combat abilities are influenced by an outside force.

Gift: Whenever you are forced to roll for miss chance from concealment, you roll twice and take the better result

Stain: You take a –4 penalty to attack rolls against creatures which share a type with your patron or which are affiliated with your patron.

Manipulative Guidance

Your master donates information, albeit at a cost.

Gift: Once per day, you can manifest hypercognitionUP as a psi-like ability (ML 15th). The information you obtain must be of the sort that the creature who gave you this corruption would have available.

Stain: When you use this ability, you take 2d6 points of Wisdom drain.

Perpetual Zeal

Defeat is incapable of claiming you when your mission is on the line.

Gift: You are able to remain conscious and continue fighting even if their hit point totals fall below 0. You are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Stain: You take 1d6 point of Constitution drain every time you are reduced below 0 hit points.

Shattered Mind

This ability functions as the Promethean Corruption[HA] of the same name.

Skill Conditioning

This functions as the Aboleth Corruption[HR] manifestation of the same name, save that the ability is affiliated with creatures of a specific type related to this corruption rather than aberrations.

Unconscious Agenda

This functions as the Aboleth Corruption[HR] manifestation of the same name, save that the ability is affiliated with creatures of a specific type related to this corruption rather than aberrations.

Overload

You tap into unstable forms of magic or psionics, bestowing constant threat of overload on your powers.

Catalyst

The catalyst for this power is frequently a form of psionic power that increases the power of someone's psionic abilities at other costs, such as excessive use of the Overchannel[UP] and Body Fuel[UP] feats or a new form of psionic technology that affects those who draw on its power for too long.

Progression

All manifestations of this corruption cause some form of psychic enervation, as the wilder[UP] class feature. The effects of the psychic enervation typically have a 10% chance of happening with each power that benefits from a corruption manifestation, +5% for every manifestation of this corruption the manifester possesses. Each corruption manifestation has a different enervation effect. If you suffer from psychic enervation, fall unconscious, or become stunned or dazed while already affected by psychic enervation, you enter a state of extreme enervation, which increases the progress of this corruption. For every additional manifestation you utilize in manifesting a power beyond the first, the chance of psychic enervation increases by 5%, and the effect of failure always causes extreme enervation.

At the GM's discretion, this corruption may apply to spellcasters as well as manifesters, in which case the effects apply (and psychic enervation is threatened) when an individual casts a spell rather than manifests a power. Instead of losing power points, a spellcaster loses a random prepared spell or spell slot of the highest level they can cast.

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Corruption Stage 1 The first time you suffer from extreme enervation, the base chance of psychic enervation occurring increases from 10% to 20%.

Corruption Stage 2 The second time you suffer from extreme enervation, your mind becomes unstable to the point where every power is a threat. Every time that you manifest a power, even if it is not affected by any manifestations of this corruption, you suffer a risk of psychic enervation, which drains a number of power points equal to twice your manifester level and leaves you staggered for 1 round each time it occurs.

Corruption Stage 3 The third time you suffer from extreme enervation, your mind collapses and your body is destroyed. You may become a cerebremorte[PB], unbodied[PB], or other form of undead under the GM's control.

Removing the Corruption

Removing the Overload Corruption requires invasive trepanning into a person's mind, a surgery which drains all power points from the affected creature (although these can be regained normally) and deals 2d6 points of Intelligence drain.

Manifestations

Disruptive Overload

Your powers tear through any effects that foes would use to safeguard themselves.

Prerequisites: Forceful Overload, manifestation level 5th.

Gift: When you manifest a power, you may invoke this manifestation to bypass any energy resistance or energy immunities that targets would possess to the power.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become stunned until the end of your next turn.

Easing Overload

You facilitate the enhancement of your powers, albeit temporarily.

Gift: When you manifest a power, you may invoke this manifestation to decrease the power point increase of one metapsionic feat applied to the power by 2 power points.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and your manifester level is reduced by 2 until the end of your next turn.

Enlightening Overload

In an extreme surge of power, you find clarity.

Gift: When you manifest a power, you may invoke this manifestation to gain a +2 bonus on all attack rolls and Perception checks until the end of your next turn.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and take a –4 penalty on attack rolls and Perception checks until the end of your next turn.

Forceful Overload

Your powers puncture enemy defenses.

Gift: When you manifest a power, you may invoke this manifestation to gain a +1 bonus to the DC of the power and a +2 bonus on manifester level checks to overcome power resistance.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become dazed until the end of your next turn.

Invigorating Overload

Powers bolster your physical strength.

Gift: When you manifest a power, you may invoke this manifestation to gain a +2 bonus to all physical ability scores for 1 round. This bonus does not stack with itself.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become sickened until the end of your next turn.

Murderous Overload

Your power demands blood.

Gift: When you manifest a power that deals damage, you may invoke this manifestation to deal 1 additional point of damage per manifester level. If the power does not kill a creature, you suffer psychic enervation automatically.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and take 1 point of bleed damage. This bleed damage is stopped by supernatural healing or a DC 15 Heal check.

Restorative Overload

Your metabolism feeds on psionic power.

Gift: When you manifest a power, you may invoke this manifestation to heal a number of hit points equal to twice the number of power points you spent on manifesting this power.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become nauseated until the end of your next turn.

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Roiling Overload

Your power flows over the target.

Gift: When you manifest a power, you may invoke this manifestation to reroll any die rolls made as part of the effect of the power (such as damage dice or the duration of an effect). You may not use this ability to reroll an attack roll, psychic enervation roll, or checks to overcome power resistance.

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become shaken until the end of your next turn

Warding Overload

You turn your powers to defend yourself.

Gift: When you manifest a power, you may invoke this manifestation to gain a +1 insight bonus to AC and saving throws for 1 round. This increases to +2 at manifestation level 5th

Stain: When psychic enervation occurs while you use this effect, you lose a number of power points equal to your manifester level and become flat-footed until the end of your next turn.

Ravager

The processes of psionic and magical power may draw energy from the environment of the caster or manifester, using this power to supply the miracles enacted by the supernatural manipulator. However, when pushed too far, these abilities have the potential to ruin an environment, reducing once-fertile soil to lifelessness.

Catalyst

This corruption's catalyst is a piece of information rather than an event. A caster or manifester may learn of the secret of ravaging by studying for 1 week and succeeding at a DC 20 Knowledge (arcana, nature, or psionics) check. You automatically gain the ravaging initiate manifestation, which you may use at any time.

Progression

This corruption threatens to progress each time you use the ravaging initiate manifestation. Whenever you ravage, you must attempt a Will save (DC 15 + their manifestation level).

Corruption Stage 1 The first time you fail a Will save, you take a –2 penalty to your caster and manifester level whenever you cast a spell or manifest a power without ravaging.

Corruption Stage 2 The second time you fail a Will save, you lose the ability to cast or manifest without ravaging, forcing you to ravage any time you want to perform either of these tasks (unless you are using ravaging energy from prepared ravager or siphoning ravager).

Corruption Stage 3 The third time you fail a Will save, the process of ravaging corrupts your mind. Your alignment shifts to evil, and you become an NPC under the GM's control.

Removing the Corruption

Removing the effects of the ravager corruption requires seeking penance from a spellcaster capable of casting the *atonement* spell, which relieves the effects of this corruption save for the ravaging initiate manifestation. The ravaging initiate manifestation and thus the ravager corruption can never be removed, the caster being burdened by this secret for the rest of their existence.

Manifestations

Ravaging Initiate

You have learned the secret of ravaging.

Gift: When you cast a spell or manifest a power, you may declare that you are ravaging the area around you, enhancing the strength of your ability. When you use this ability, you increase or decrease the effectiveness of the spell or power based upon the terrain that you are casting or manifesting upon.

Table 5-1: Ravaging Terrain DC Modifiers

Terrain	Change to spell/ power DC
Wasteland	Cannot cast/ manifest
Desert	–2
Cold, underground	–1
Urban, mountains	0
Planes (other than material plane), swamp, plains	+1
Jungle, water, forest	+2

Stain: When you ravage, the ground underneath you out to a radius of 5 feet + 5 feet per level of the spell (if you are casting a spell) or 10 feet + 5 feet per 2 power points spent on the power (if you are manifesting a power) becomes lifeless wasteland. Wasteland is incapable of sustaining any life, and you are incapable of ravaging when any terrain that is wasteland would be ravaged. The stains of other manifestations apply in addition to this stain when you use them.

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Distance Ravager

You can displace your ravaging effects.

Prerequisite: Manifestation level 6th.

Gift: When you ravage, rather than centering the ravage effect on yourself, you may instead center it on any location within close range (25 feet + 5 feet/level).

Stain: When you ravage in this way, your caster or manifester level for the effect is reduced by 2.

Efficient Ravager

You sacrifice more of your power to ravage with less substantial damage.

Gift: When you ravage, you may reduce the radius of the wasteland by half.

Stain: When you use this ability, you must expend an additional spell slot of the same level spell you are casting or a number of additional power points equal to that you spent on the power (power points spent in this way do not count towards the maximum number of power points you may spend).

Mighty Ravager

You unleash explosive power that takes an immense backlash but promises incredible effect.

Prerequisites: Corruption Stage 2, manifestation level 7th.

Gift: When you ravage, you may increase your caster or manifester level for the effect by 1 for every 5 additional feet you add to the radius of the ravage. You can increase your caster or manifester level by up to 1 for every 5 Hit Dice you possess.

Stain: Each time that you use this ability, you take a number of points of ability burn to one ability score equal to the amount you increased your caster or manifester level.

Painful Ravager

Your ravaging abilities can harm others nearby, including yourself.

Gift: Whenever you ravage, all creatures within the area that becomes wasteland take 1d6 points of damage. This improves to 2d6 at manifestation level 10th.

Stain: Whenever you ravage, you also take 2d6 points of damage, which increases to 3d6 at manifestation level 10th.

Prepared Ravager

You are able to store ravaging power for later.

Gift: As a standard action, you may ravage an area without casting a spell or manifesting a power. If you do, you may later cast a spell or manifest a power that would ravage the same amount of area without ravaging while still gaining the benefits of ravaging. You may store this energy for as long as you wish.

Stain: So long as you are storing this energy, you take a –1 penalty on all saving throws.

Sickening Ravager

Your ravaging strips the strength from creatures within.

Gift: All creatures within the effect of your ravage when you use it must succeed at a Fortitude save (DC 10 + 1/2 your Hit Dice + your spellcasting or manifesting ability score modifier) or become sickened for a number of rounds equal to your spellcasting or manifesting ability score modifier.

Stain: When ravaging, you take a –4 penalty on all concentration checks.

Siphoning Ravager

You draw power from creatures near you.

Prerequisite: Manifestation level 4th.

Gift: As a standard action, a number of times per day equal to your spellcasting or manifesting ability score modifier, you may make a melee touch attack against a creature and bestow upon it 1 negative level. If you do, you gain the benefit of ravaging on your next spell or power even if you do not ravage.

Stain: You take a –4 penalty on Sense Motive checks as well as all Charisma-based skill checks except Intimidate.

Stable Ravager

Your mastery of ravaging enables you to perform it multiple times in an area.

Gift: When you ravage, the area that you ravage becomes equivalent to a desert environment rather than a wasteland. If you ravage in an area that is equivalent to a desert, the area becomes wasteland.

Stain: When you ravage in this way, the radius of the ravage effect increases by 10 feet.

Versatile Ravager

You utilize your resources effectively to extend your abilities further.

Prerequisite: Corruption Stage 2.

Gift: When you ravage, you may consume an area with a radius twice as long as normal. If you do, you do not use up the power points, spell slot, or prepared spell that you used in conjunction with this ability.

Stain: When you use this ability, you take a cumulative –2 penalty on all d20 rolls for one round.

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CHAPTER 6

Creatures

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This chapter details numerous creatures that can be found on Vandara, Aurin, and the Beyond along with details on their subtypes, abilities, and stories.

New Universal Mythic Monster Abilities[MA]

Absurd Reactions (Ex) The creature may take up to one additional immediate action each turn. The creature may only take one of these immediate actions on a given creature's turn.

Fight Through Restriction (Ex) If the creature has the dual initiative[MA] universal monster ability and would become dazed, nauseated, paralyzed, petrified, staggered, or stunned, it is only affected by this condition on its first initiative count, acting normally outside of its turn and on its second initiative count.

Instant Action (Ex) The creature can spend three uses of mythic power to take its turn immediately. Treat this as a readied action, moving the creature's initiative to just before the currently acting creature. The creature may only take a move or a standard action on this turn. A creature can only use this ability once per round.

Legendary Concentration (Ex) When the creature rolls a concentration check, it may spend 2 points of mythic power after seeing the result to treat the concentration as if they had rolled a 13 on the d20.

Legendary Saving Throw (Ex) When the creature rolls a saving throw, it may spend 2 points of mythic power after seeing the result to treat the saving throw as if they had rolled a 13 on the d20.

Mythic Durability (Ex) The creature has twice the number of hit points from mythic ranks as normal (for example, an outsider with 4 mythic ranks would have 80 additional hp rather than 40).

Outside Time (Su) The mythic creature is immune to the *slow* spell and similar effects. Whenever a creature under the effect of *time stop* (or a similar effect) comes within 1 mile of the mythic creature with this ability, the mythic creature instantly gains the ability to act normally during the remaining duration of the effect, allowing the two creatures to interact.

Primed Action (Ex) At the start of each combat round, the creature may take a swift action and any number of free actions.

Unbound Action (Ex) By spending three points of mythic power as a swift action, the creature may take all of their actions without provoking attacks of opportunity for 1 round.

Expanding Blindsense

The mechanics of blindsense and blindsight have always been a bit nebulous, describing a variety of possible sources but doing little to discriminate between their effects. GMs and players interested in further detailing their characters' enhanced senses (and distinguishing them from the real-life phenomenon of blindsight) may instead use one of the following rulesets, using the listed names in place of blindsense and blindsight (respectively) to clarify how specifically an ability works.

The senses listed before the slash (which replace blindsense) allow the creature to notice and locate creatures within range of the ability without attempting Perception checks, provided that the sense is not blocked by other effects specific to the sense. These senses bypass visual obstructions like darkness or fog. The sense after the slash (which replaces blindsight) functions in the same way, save that it is precise enough to allow the creature to ignore invisibility and concealment (even magical darkness) for targets in range (though it still cannot see ethereal creatures).

Echosense/Echosight: The character detects their environment through the reflection of soundwaves. A character cannot use echosense to distinguish color or visual contrast, meaning that they will not be able to use this sense to perceive any writing or visual images that do not have raised surfaces. Characters can use this sense without being subject to gaze attacks, blinding, or visual effects when perceiving a target. A character cannot use echosense when they are deafened or in a soundless environment such as the vacuum of space. Echosense requires line of effect to function but can reveal living and nonliving material alike. Echosense and echosight can be foiled by illusions with the Illusionary Sound[USoP] talent and illusion spells which can create or manipulate sound.

Superior Scent/Scentsight: The character detects their environment through a keen sense of smell or taste. A character cannot use superior scent to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target. A character cannot use superior scent in an airless environment such as the vacuum of space. Superior scent requires line of effect to function but can reveal living and nonliving material alike. Superior scent or scentsight can be foiled by illusions with the Illusionary Odor[USoP] talent and illusion spells which can create or manipulate smell or taste.

Thermal Sense/Thermal Sight: The character detects their environment through thermal discrepancies. A character cannot use thermal sense to distinguish color or

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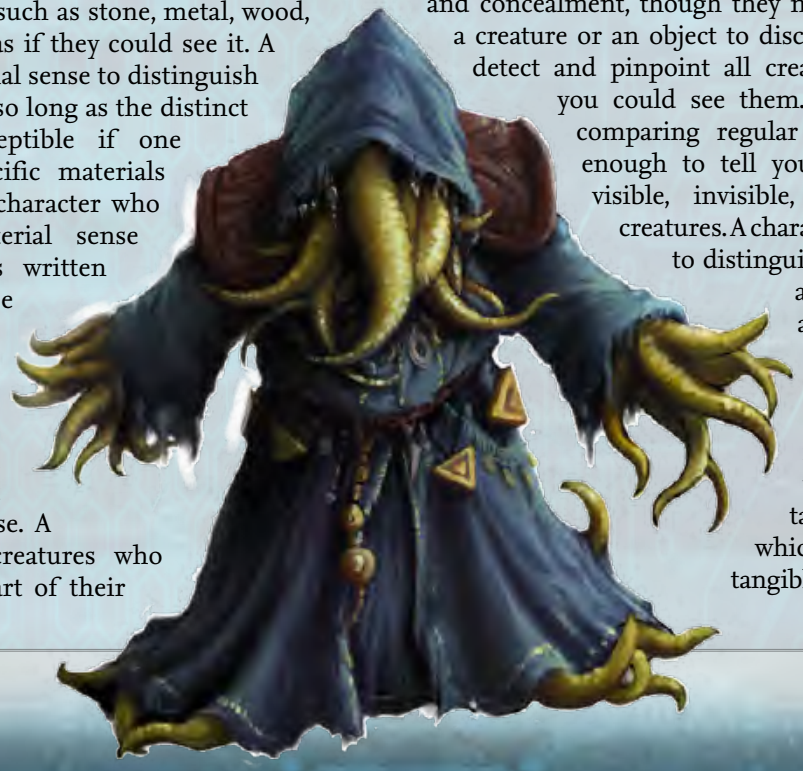
visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target. A character cannot use thermal sense in areas with Heat or Cold of severity 3 or higher (thus having no effect in environments below 40° F or above 90° F). Thermal sense requires line of effect to function but can reveal living targets and nonliving material alike. Thermal sense or thermal sight can be foiled by illusions with the Illusionary Touch[USoP] talent and illusion spells which can create or manipulate perceived temperature.

Tremorsense/Tremorsight: The character detects their environment through vibrations moving through solid or liquid surfaces. A character cannot use tremorsense to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target. A character cannot use tremorsense to detect targets which are not in contact with the same surface or body of liquid as the character. Tremorsense requires line of effect to function but can reveal living targets and nonliving material alike. Tremorsense and tremorsight can be foiled by illusions with the Illusionary Touch[USoP] talent and illusion spells which can create or manipulate tangible feelings.

Additional forms of alternate senses may be available through other means, such as the forms discussed below.

Lifesense: The character detects the life force of beings within range as if they could see them. A character cannot use lifesense to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target with only this sense. A character cannot perceive nonliving material or nonliving creatures (such as constructs or undead) using lifesense, but does need line of effect to detect creatures. Lifesense can be foiled by illusions with the Manipulate Aura[USoP] talent and illusion spells which can create or manipulate magic auras.

Material Sense: The character detects the presence of one or more materials (such as stone, metal, wood, or water) within range as if they could see it. A character can use material sense to distinguish color or visual contrast so long as the distinct components are perceptible if one can only see the specific materials sensed (for example, a character who selects ink with material sense could read documents written in ink but could not see goldfoil illuminations). However, the character is not subject to gaze attacks, blinding, or visual effects when perceiving a target with only this sense. A character can detect creatures who have the material as part of their body but does need line of effect to detect objects made of the material. Material Sense can be foiled by illusions with the Manipulate Aura[USoP] talent and illusion spells which can create or manipulate tangible feelings.



Spirit Sense: The character automatically senses the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures within range, as if they could see them. A character cannot use spirit sense to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target with only this sense. A character cannot perceive noncreature nonliving material using spirit sense but does need line of effect to detect creatures. Spirit sense can be foiled by illusions with the Manipulate Aura[USoP] talent and illusion spells which can create or manipulate magic auras.

Thoughtsense: The character automatically detects and locates non-mindless conscious creatures within range. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects. Creatures lacking an Intelligence score, or with a score less than 1, cannot be detected or located with thoughtsense. A character cannot use thoughtsense to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target with only this sense. A character cannot perceive nonliving material using thoughtsense, but does need line of effect to detect creatures. Thoughtsense can be foiled by illusions with the Implausible Deniability[USoP] feat. Mind blank, the Unplottable[USoP] talent from the Protection[USoP] sphere, and similar effects block thoughtsense.

Touchsight: The character can "feel" their surroundings even when sight would otherwise be obscured by your physical environment. They ignore invisibility, darkness, and concealment, though they must have line of effect to a creature or an object to discern it. They automatically detect and pinpoint all creatures within range as if you could see them. In many circumstances, comparing regular senses to touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures. A character cannot use touchsight to distinguish color or visual contrast and is not subject to gaze attacks, blinding, or visual effects when perceiving a target with only this sense. Touchsight can be foiled by illusions with the Illusionary Touch[USoP] talent and illusion spells which can create or manipulate tangible feelings.

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Aboleth, Psionic CR 7

XP 3,200
LE Huge aberration (aquatic, psionic)
Init +5; **Senses** darkvision 60 ft.; Perception +14
Aura mucus cloud (5 ft.)

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)
hp 84 (8d8+48)
Fort +8, **Ref** +5, **Will** +11

OFFENSE

Speed 10 ft., swim 60 ft.
Melee 4 tentacles +9 (1d6+5 plus slime)
Space 15 ft.; **Reach** 15 ft.
Psi-Like Abilities (ML 13th; concentration +16)
At will—*compelling voice*[UP] (DC 20, affects up to 6 creatures), *ego whip*[UP] (3d4, DC 19), *false sensory input*[UP] (DC 16, 5 targets), *memory modification*[UP] (DC 17), *mindlink*[UP] (DC 14, 5 targets, may target unwilling creatures), *mind probe*[UP] (DC 20), *moment of terror*[UP] (DC 16, imposes penalty on saving throws regardless of success)
3/day—*mind control*[UP] (DC 20, can affect humanoids, animals, fey, magical beasts, monstrous humanoids, dragons, aberrations, elementals, and outsiders)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17
Base Atk +6; **CMB** +13; **CMD** 24 (cannot be tripped)
Feats Combat Manifestation[UP], Improved Initiative, Iron Will, Lightning Reflexes
Skills Bluff +11, Intimidate +14, Knowledge (any two) +13, Perception +14, Swim +24; Racial Modifiers +8 Swim
Languages Aboleth, Aklo, Aquan, Undercommon

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed at a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.
Slime (Ex) A creature hit by an aboleth's tentacle must succeed at a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh is not kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Aboleth, Psionic Omnipath CR18

XP 153,600
LE Gargantuan aberration (aquatic, psionic)
Init +13; **Senses** darkvision 60 ft.; Perception +30

DEFENSE

AC 33, touch 15, flat-footed 24 (+13 armor, +9 Dex, +5 natural, –4 size)
hp 300 (24d8+192); fast healing 10
Fort +18, **Ref** +19, **Will** +19
Immune electricity, mind-affecting effects; **Resist** cold 20; **PR** 29

OFFENSE

Speed 15 ft., swim 100 ft.
Melee triple-jawed bite +25 (3d6+11 plus slime/19–20), tail slap +23 (3d6+5 plus slime)
Space 20 ft.; **Reach** 20 ft.
Special Attacks mucus cloud, slime
Psi-Like Abilities (ML 20th; concentration +27)
Constant—*inertial armor*[UP]
At will—*detect psionics*[UP], *mind control*[UP]* (DC 27), *natural linguist*[UP], *parasitic possession*[UP] (DC 24, control target), *remote viewing*[UP] (DC 21), *sense minds*[UP] (DC 18)
3/day—*clairtangent hand*[UP]*, *sensory cascade*[UP] (DC 21, permanent), *thieving mindlink*[UP]*
1/day—*metafaculty*[UP], *mind seed*[UP] (DC 25)

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Typical Tactician Powers Known (ML 15th; power points: 247; base save DC 17 + power level; concentration +22)
Talents-*conceal thoughts*[UP], *ectoplasmic trinket*[UP], *far hand*[UP]
1st-*sense link*[UP], *skills as one*[UP]
2nd-*coordinate as one*[UP], *dimension swap*[UP]
3rd-*improved response*[UP], *withstand as one*[UP]
4th-*psychic reformation*[UP], *psychokinetic charge*[UP]
5th-*incarnate*[UP], *metaconcert*[UP]
6th-*brutalize wounds*[UP], *trigger power*[UP]
7th-*bend reality*[UP], *technique as one*[UP]
8th-*hypercognition*[UP]

STATISTICS

Str 32, **Dex** 28, **Con** 27, **Int** 25, **Wis** 21, **Cha** 24
Base Atk +18; **CMB** +33; **CMD** 52
Feats Combat Manifestation[UP], Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack, Overchannel[UP], Power Attack, Psionic Meditation[UP], Quicken Power[UP], Shared Power[UP], Unwilling Participant[UP] (DC 25)
Skills Autohypnosis[UP] +29, Bluff +25, Diplomacy +23, Disguise +25, Intimidate +25, Knowledge (all) +25, Perception +30, Sense Motive +24, Spellcraft +35, Swim +28, Use Magic Device +30
Languages Aboleth, Aklo, Aquan, Common, Infernal, Undercommon; telepathy 300 ft.
SQ servant of the mesh, collective, vast knowledge

SPECIAL ABILITIES

Collective (Su) An omnipath gains a collective as a 15th level tactician[UP], alongside the spirit of many, telepathy, echo effect, and improved share class features of a 15th-level tactician. The omnipath is not negatively affected if a collective member is killed and may use its psi-like abilities through its collective in the same manner that it uses powers.
Mucus Cloud (Ex) While underwater, an omnipath exudes a cloud of transparent slime 20 feet from itself in all directions. All creatures in this area must succeed at a DC 30 Fortitude saving throw each round or lose their ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with the mucus cloud and failing another saving throw extends the effect for another 24 hours. An omnipath can suppress or reactivate this ability as a swift action. The save DC is Constitution-based.
Powers An omnipath manifests powers as a 15th-level tactician[UP], with access to the psion/wilder[UP], seer[UP], and tactician[UP] power lists.
Servant of the Mesh (Su) Any creature subjected to both an omnipath's mucus cloud and slime attacks that fails its saving throws against both attacks begins to transform into a creature better suited to serving as part of the omnipath's telepathic mesh. The creature takes a –6 penalty on Will saving throws to resist mind-affecting powers, psi-like Abilities manifested by the omnipath, and on saving throws against the Unwilling Participant[UP] feat.

Slime (Ex) A creature hit by any of an omnipath's natural attacks must succeed at a DC 30 Fortitude saving throw or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh is not kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.
Thought Barrage (Su) As a standard action, an omnipath can fire three rays of shimmering blue-white energy from the glowing balls of light on its tail as a ranged touch attack with a range of 300 feet (no range increment). Any creature struck must succeed at a DC 29 Will saving throw or be stunned for 1 round. The save DC is Charisma-based.
Triple-Jawed Bite (Ex) An omnipath has three jaws nestled within one another. An omnipath can make a bite attack as a standard action. If that attack hits, the omnipath can make a second bite attack as a free action. If the second bite attack hits, the target must succeed at a DC 30 Will saving throw or be shaken for 1d4 rounds, and the omnipath can make a third

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bite attack as a free action. If the third bite attack is successful, the target must succeed at a DC 30 Fortitude saving throw or be staggered for 1d4 rounds. The save DCs are Constitution-based.

Vast Knowledge (Ex) Gleaning countless pieces of information from a vast network of active minds it can access at any time, an omnipath treats all Knowledge skills as class skills. In addition, it gains a +4 racial bonus on Intelligence-, Wisdom-, and Charisma-based checks when using skills in which it has ranks.

Aboleth, Psionic Veiled Master CR 14

XP 38,400

LE Large aberration (aquatic, shapechanger, psionic)

Init +10; **Senses** darkvision 120 ft.; Perception +23

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +11 natural, +4 shield, –1 size)

hp 200 (16d8+128); fast healing 10

Fort +13, **Ref** +13, **Will** +14

Immune electricity, mind-affecting effects; **Resist** cold 20; **PR** 25

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +17 (2d6+6 plus consume memory and slime), 2 claws +17 (1d6+6 plus slime), 4 tentacles +12 touch (2d6+3 electricity plus thoughtlance)

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion, mucus cloud

Psi-Like Abilities (ML 16th; concentration +26)

Constant–*force screen*[UP]

At will–*compelling voice*[UP] (DC 24, 8 targets), *complex false sensory input*[APC]* (DC 24), *correspond* (160 minutes), *ego whip*[UP] (4d4, DC 24), *ensconce*[UP] (DC 23), *major metamorphosis*[UP]*, *memory modification*[UP] (DC 20), *mind probe*[UP] (DC 24), *moment of terror*[UP] (DC 18, imposes penalty on saving throws regardless of success), *mindlink*[UP]*

3/day–*mind control*[UP]* (DC 24), quickened *mind control*[UP]* (DC 21), *parasitic possession*[UP] (DC 21, control target), *psionic effigy*[APC]*

Typical Cryptic Powers Known (ML 16th; power points: 128; base save DC 16 + power level; concentration +21)

Talents-*detect psionics*[UP], *far hand*[UP], *psionic repair*[UP]

1st-*call to mind*[UP], *kinetic legerdemain*[UP], *vigor*[UP]

2nd-*animal affinity*[UP], *cloud mind*[UP], *control sound*[UP]

3rd-*dispel psionics*[UP], *ectoplasmic grapnel*[UP], *greater concealing amorpha*[UP]

4th-*fold space*[UP], *hidden body*[UP], *slip the bonds*[UP]

5th-*bonding strike*[UP], *pierce the veils*[UP], *retrieve*[UP]

6th-cosmic awareness[UP]

STATISTICS

Str 22, **Dex** 22, **Con** 27, **Int** 21, **Wis** 19, **Cha** 22

Base Atk +12; **CMB** +19; **CMD** 35 (cannot be tripped)

Feats Combat Manifestation[UP], Extend Power[UP], Improved Initiative, Improved Metamorphosis[UP], Lightning Reflexes, *Master of All Forms*[UP], Metapsionic Ability[APC] (*mind control*[UP], Quicken Power[UP]), Psionic Meditation[UP], Quicken Power[UP], Scribe Tattoo[UP], *Swift Shapeshifter*[UP]

Skills Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (history) +21, Knowledge (nature) +21, Perception +23, Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33

Languages Aboleth, Aklo, Aquan, Undercommon, one more; telepathy 300 ft.

SQ tattoo mastery, transformation master

SPECIAL ABILITIES

Consume Memory (Su) When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a DC 24 Fortitude save or gain one negative level. A veiled master heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. A veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Psi) Whenever a veiled master successfully uses *mind control*[UP] on a creature, it can also implant a delayed *compelling voice*[UP] effect that triggers when domination effect ends. Typically, this effect (which functions as a psi-like ability, ML 20th, Will

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DC 25 negates) is for the previously dominated creature to seek out the veiled master again and submit to a new domination attempt, but sometimes, a veiled master implants other suggestions (such as a suggestion to attack the first person it sees).

Mucus Cloud (Ex) While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this area must succeed at a DC 26 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by any of a veiled master's bite or claw attacks must succeed at a DC 26 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh is not kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Powers A veiled master can manifest psionic powers as a 16th-level cryptic.

Tattoo Mastery (Ex) A veiled master is particularly skilled at creating and utilizing psionic tattoos. They gain Scribe Tattoo[UP] as a bonus feat, as well as the benefits of the Enhance Tattoo[UP], Eternal Tattoo[UP], and Extend Tattoo[UP] cryptic insights.

Thoughtlance (Su) Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal 2d6 points of electricity damage on a touch attack, and also blast a creature's mind with waves of mental energy–a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 24 Will save or be staggered for 1 round. Additional touches increase the duration by 1 round. While a creature is staggered in this manner, it must attempt concentration checks to manifest powers as if it were experiencing extremely violent motion while manifesting (DC = 20 + power level). The save DC is Charisma-based.

Transformation Master (Su) A veiled master gains Swift Shapeshifter[UP] and Master of All Forms[UP] as bonus feats. In addition, the duration of its *major metamorphosis*[UP] psi-like ability changes to permanent (D).

Aeon, Proskilisi CR 5/MR 2

XP 1,600

N Fine outsider (extraplanar, incorporeal, mythic)

Init +7; **Senses** thoughtsight 60 ft.; Perception +8

DEFENSE

AC 26, touch 26, flat-footed 23 (+5 deflection, +3 Dex, +8 size)

hp 42 (4d10+20)

Fort +1, **Ref** +7, **Will** +5

Immune cold, critical hits, incorporeal traits, poison; **Resist** electricity 10, fire 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +15 (1d6 force plus bond)

Space 1/2 ft.; Reach 0 ft.

Special Attacks bond, mythic power[MA] (1/day, surge +1d6)

STATISTICS

Str —, **Dex** 17, **Con** 10, **Int** 15, **Wis** 12, **Cha** 16

Base Atk +4; CMB –4; **CMD** 14

Feats Improved Initiative, Skill Focus[M] (Knowledge (any one))

Skills Fly +18, Knowledge (any one) +14, Knowledge (any four) +11, Perception +8, Stealth +26

Languages envisaging

SQ cosmic radiance, effect extension, extension of all, host, sensory extension

SPECIAL ABILITIES

Bond (Su) As a standard action or as part of its touch attack, a proskilisi can bond to any creature it makes a successful melee touch attack against. The target must succeed at a DC 15 Will save or become bonded to the proskilisi. While bonded, the proskilisi loses its own form, merging with the bonded creature and enabling its effect extension and sensory extension abilities to be used through the bonded creature. The bonded creature controls all of its own actions as normal, though the proskilisi may still cast spells and manifest powers using its own actions. A proskilisi can end a bond at any time as a free action.

Cosmic Radiance (Su) A proskilisi sheds light as a torch out to 30 feet.

Effect Extension (Su) A proskilisi's zenith aeon host is capable of manifesting any power it can manifest or casting any spell it can cast using the proskilisi as the point of origin (this includes affecting the proskilisi with abilities which would have a target of personal). This ability extends to any creature which the proskilisi is bonded to.

Host (Su) Every proskilisi has a zenith host, a zenith aeon which created it. A proskilisi can

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communicate with its host from any distance, and as a full-round action can merge with it once again from any distance (including across planes).

Sensory Extension (Su) A proskilisi's zenith aeon host is capable of sensing through the proskilisi's position using its own senses. If the proskilisi is bonded to a creature, the zenith host is capable of sensing through that creature's position and that creature's senses as well.

Detached from its larger zenith colony, this barely perceptible mote floats with ease and precision through any surface. When bonded to a creature, a proskilisi manifests as a faint light and guiding voice. Even these small geometric agents host the wisdom of many lifetimes and worlds, and while they lack their own magical capacity they are capable of endowing their chosen hosts with the power of an entire zenith.

Aeon, Zenith, Magical — CR 30/MR 10

XP 9,830,400

N Fine outsider (extraplanar, incorporeal, mythic, swarm)

Init +25/+5M, dual initiative[MA]; Senses darkvision 60 ft., *greater arcane sight*, touchsight 100 ft., *true seeing*; Perception +46

Aura harmony 300 ft. (DC 37)

DEFENSE

AC 42, touch 42, flat-footed 31 (+13 deflection, +11 Dex, +8 size)

hp 735 (31d10+565); regeneration 30 (deific or Mythic)

Fort +25, **Ref** +21, **Will** +27

DR 10/epic; **Immune** cold, critical hits, incorporeal traits, poison, spells, swarm traits; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

OFFENSE

Speed fly 200 ft. (perfect)

Melee Swarm (20d6 force damage plus subsume)

Space 60 ft.; **Reach** 0 ft.

Special Attacks archmage abilities, lore of a million worlds, mythic power[MA] (unlimited, surge +1d12), subsume

Spell-Like Abilities (CL 25th; concentration +38)

Constant—*freedom of movement*, *greater arcane sight*, *true seeing*

At will—*discern location*[M], *greater dispel magic*, *locate prodigy*[APC], *shared lore*[APC]

3/day—*ascension*[MA], [M], *wish*[M]

Wizard Spells Prepared (CL 25th; DC 25 + spell level; concentration +40)

9th (5/day)—*gate*[M], *mage's disjunction*, *mass heal*

8th (5/day)—*polymorph any object*, *sympathy*, *temporal stasis*

7th (6/day)—*control weather*[M], *limited wish*[M], *project image*

6th (6/day)—*antimagic field*[M], *legend lore*, *geas/quest*

5th (7/day)—*greater forbid action*[UM], *mirage arcana*, *telekinesis*[M], *true seeing*

4th (7/day)—*blessing of fervor*[APG], [M], *dimension door*[M], *dimensional anchor*, *greater path of glory*[ACG]

3rd (8/day)—*haste*[M], *prayer*[M], *slow*, *wind wall*

2nd (9/day)—*mirror image*, *pyrotechnics*, *shield other*[M], *silence*[M], *surmount affliction*[UM], [M]

1st (9/day)—*divine favor*, *floating disk*, *moment of greatness*[UC], *sanctuary*, *unseen servant*

0 (at will)—*arcane mark*, *create water*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *purify food and drink*, *read magic*

STATISTICS

Str —, **Dex** 33, **Con** 41, **Int** 40, **Wis** 35, **Cha** 36

Base Atk +31; **CMB** +23; **CMD** 56

Feats Detect Expertise[UM], [M], Dazing Spell[APG], Empower Spell, Extend Spell, Flyby Attack, Greater Spell Penetration, Heighten Spell, Improved Initiative[M], Maximize Spell, Mythic Paragon[M], Mythic Spell Lore[M], Persistent Spell[APG], Quicken Spell, Reach Spell, Spell Penetration[M], Spell Perfection[APG] (*limited wish*), Spontaneous Metafocus[UM], Widen Spell

Skills Appraise +46, Craft (any one) +49, Diplomacy +47, Intimidate +47, Knowledge (all) +63, Heal +43, Perception +46, Sense Motive +46, Spellcraft +49, Stealth +53, Survival +43, Use Magic Device +44

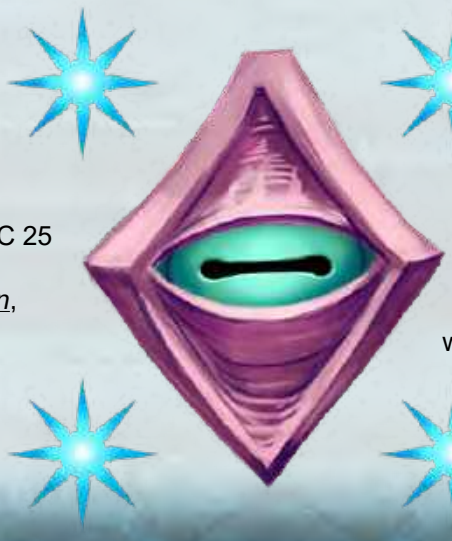
Languages envisaging

SQ extension of all, greater starflight

SPECIAL ABILITIES

Archmage Abilities (Su) A zenith possesses the Wild Arcana ability of an Archmage[MA], as well as the following Archmage Path Abilities: Eldritch Breach[MA], Flash of Omniscience[MA], Rapid Preparation[MA], Arcane Metamastery[MA] x4, Channel Power[MA], Deep Understanding[MA], Competent Caster[MA], and Crafting Mastery[MA].

Aura of Harmony (Su) Any creature within 300 ft. of a zenith is put at ease by the vastness and scintillating glory of the entity. All creatures must succeed at a DC 37 Will save or become fascinated so long as they remain within the aura. For every 10 rounds that the creature spends inside this aura, its alignment moves one step closer to true neutral (this is considered a willing change). If a true neutral creature remains fascinated for more than 5 rounds, the zenith may deal its swarm damage to the target as a free action (which does not interfere with the fascination effect). The save DC is Charisma-based.



Greater Starflight (Ex) A zenith flies through outer space at incredible

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speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes a zenith 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

Lore of a Million Worlds (Su) A zenith possesses knowledge of every spell ever created on any spell list. It can prepare these spells as a 20th-level arcanist[ACG], save that it requires no spellbook. A zenith can also exchange its feats and skills every time it prepares spells. A zenith requires no components of any kind for casting spells. In addition, a zenith is treated as having unlimited uses of mythic power per day. In addition, the zenith may target itself with spells as if it did not possess the swarm subtype.

Subsume (Su) Any intelligent creature reduced to 0 hit points by the zenith's swarm attack must succeed at a DC 39 WIll save or be subsumed into the zenith, entering into the shared consciousness of millions of transcendent entities. Creatures destroyed in this way can be restored to life only through *miracle*, *true resurrection*, *wish*, or divine intervention. The save DC is Constitution-based.

Aeon, Zenith, Psionic — CR 30/MR 10

XP 9,830,400

N Fine outsider (extraplanar, incorporeal, mythic, swarm)

Init +25/+5M, dual initiative[MA]; **Senses** *aura sight*[UP], darkvision 60 ft., *pierce the veils*[UP], touchsight 100 ft.; Perception +46

Aura harmony 300 ft. (DC 37)

DEFENSE

AC 42, touch 42, flat-footed 31 (+13 deflection, +11 Dex, +8 size)

hp 735 (31d10+565); regeneration 30 (deific or Mythic)

Fort +25, Ref +21, Will +27

DR 10/epic; **Immune** cold, critical hits, incorporeal traits, poison, swarm traits; **Resist** acid 30, electricity 30, fire 30, sonic 30; **PR** 41

OFFENSE

Speed fly 200 ft. (perfect)

Melee swarm (20d6 force damage plus subsume)

Space 60 ft.; **Reach** 0 ft.

Special Attacks lore of a million worlds, mythic power[MA] (unlimited, surge +1d12), overmind abilities, subsume

Psi-Like Abilities (ML 25th; concentration +38)

Constant—*aura sight*[UP], *piece the veils*[UM], *slip the bonds*[UP]

At will—*dispel psionics*[UP], *hypercognition*[UP, M], *metaconcert*[UP*], *metafaculty*[UP, M]

3/day—cosmic blessing[APC, M], reality revision[UP, M]

Typical Psion Powers Known (ML 25th; power points: 493; base save DC 25 + power level; concentration +40)

Talents-*detect psionics*[UP], *far hand*[UP], *unearthly terror*[UP]

1st-*astral construct*[UP, M], *beckoning*[APC], *control object*[UP], *energy ray*[UP], *environment shield*[APC]

2nd-*holographic projection*[APC], *object reading*[UP], *psychic bodyguard*[UP], *sensitivity to psychic impressions*[UP]

3rd-*battlesense*[UP], *floral alteration*[APC], *psionic blast*[UP], *short circuit*[APC]

4th-*quintessence*[UP], *remote viewing*[UP], *schism*[UP], *wrench*[UP]

5th-*adapt body*[UP], *complex false sensory input*[APC], *energy current*[UP], *mind probe*[UP]

6th-*greater modify matter*[UP, M], *temporal acceleration*[UP, M], *terraforming*[APC]

7th-*cosmic perspective*[APC], *ecological alteration*[APC], *personal barred mind*[UP]

8th-*energy pillars*[APC], *feed to oblivion*[APC], *greater psychoport*[UP, M]

9th-*affinity field*[UP, M], *psychic chirurgery*[UP, M], *time regression*[UP, M], *timeless body*[UP, M], *true creation*[UP, M], *unravel psionics*[UP, M]

(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str —, **Dex** 33, **Con** 41, **Int** 40, **Wis** 35, **Cha** 36

Base Atk +31; **CMB** +23; **CMD** 56

Feats Boost Construct[UP], Deep Focus[UP, M], Endowed Mind[UP], Greater Power Penetration[UP], Greater Psionic Endowment[UP], Hustle Power[UP], Improved Initiative[M], Malleable Power[UP], Mythic Paragon[M], Mythic Powers Known[M], Overchannel[UP, M], Persistent Power[UP], Power Penetration[UP], Psionic Endowment[UP], Psionic Meditation[UP], Quicken Power[UP], Selective Power[UP], Talented[UP]

Skills Autohypnosis[UP] +46, Appraise +46, Craft (any one) +49, Diplomacy +47, Knowledge (all) +63, Heal +43, Perception +46, Sense Motive +46, Spellcraft +49, Stealth +53, Survival +43, Use Magic Device +44

Languages envisaging

SQ extension of all, greater starflight

SPECIAL ABILITIES

Aura of Harmony (Su) Any creature within 300 feet of a zenith is put at ease by the vastness and scintillating glory of the entity. All creatures must succeed at a DC 37 Will save or become fascinated so long as they remain within the aura. For every 10 rounds that the creature spends inside this aura, its alignment moves one step closer to true neutral (this is considered a willing change). If a true neutral creature remains fascinated for more than 5 rounds, the zenith may deal its swarm damage to the target as a free action (which does not interfere with the fascination effect). The save DC is Charisma-based.

Greater Starflight (Ex) A zenith flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes a zenith 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

Lore of a Million Worlds (Su) A zenith possesses knowledge of every power ever created on any power list but cannot know all of them at once. It can readily

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manifest 36 powers and 3 talents at any given time and can exchange them for other powers whenever it restores its power points. A zenith can also exchange its feats and skills every time it does this. A zenith requires no components of any kind for manifesting powers. In addition, a zenith is treated as having unlimited uses of mythic power per day. In addition, the zenith may target itself with powers as if it did not possess the swarm subtype.

Overmind Abilities (Su) A zenith possesses the Mythic Manifestation ability of an Overmind[MHH], as well as the following Overmind Path Abilities: Bypass Mental Defenses[MHH], Calming Presence[MHH], Dual Energy[MHH], Mighty Construct[MHH], Penetrating Energy[MHH], Psionic Metamastery[MHH] x3, Psionic Breach[MHH], Ravaging Time[MHH], and Swap Power Known[MHH].

Subsume (Su) Any intelligent creature reduced to 0 hit points by the zenith's Swarm Attack must succeed at a DC 39 WIll save or be subsumed into the zenith, entering into the shared consciousness of millions of transcendent entities. Creatures destroyed in this way can be restored to life only through *miracle*, *true resurrection*, *wish*, or divine intervention. The save DC is Constitution-based.

Aeon, Zenith, Spheres — CR 30/MR 10

XP 9,830,400

N Fine outsider (extraplanar, incorporeal, mythic, swarm)

Init +25/+5M, dual initiative[MA]; Senses darkvision 60 ft., touchsight 100 ft.; Perception +46

Aura harmony 300 ft. (DC 37)

DEFENSE

AC 42, touch 42, flat-footed 31 (+13 deflection, +11 Dex, +8 size)

hp 735 (31d10+565); regeneration 30 (deific or Mythic)

Fort +25, **Ref** +21, **Will** +27

DR 10/epic; **Immune** cold, critical hits, incorporeal traits, poison, spells, swarm traits; **Resist** acid 30, electricity 30, fire 30, sonic 30; **SR** 41

OFFENSE

Speed fly 200 ft. (perfect)

Melee swarm (20d6 force damage plus subsume)

Space 60 ft.; **Reach** 0 ft.

Special Attacks lore of a million worlds, mythic power[MA] (unlimited, surge +1d12), spheremaster abilities, subsume

MAGIC

Caster Level 30; **MSB** +30, **MSD** 41, **Concentration** +45

Tradition natural; **CAM** Int

Spell Points 90

Divination[USoP] **Sphere - Talents** Eyes Of The Cabal[BaP], Fast Divinations[USoP], Greater Divine[USoP]; (divine) Detect Spellcaster[USoP], Discern Location[USoP] (advanced), Dowsing[USoP]; (sense) Advanced Alternate Divinations[SoO] (lifesense) (advanced), Ghost Sight[USoP], Prying Sight[BaP], True Perception[SoO] (advanced), Unhooded Sight[USoP], Unobscured Vision[USoP] (advanced)

- *divine*, long range (1,600 ft.), **DC** 40; (gain information about magic auras within 1,600 ft.) **Fast Divinations**; divine over 1 round rather than 1 minute.
  - **Alternate Divinations**
    - **Life** (Divine Life); *divine* wounds and vitality
    - **Mana** (Divine Mana Capacity); *divine* spell point pool, max spell point pool
    - **Time** (Divine Date); *divine* current date
    - **Time** (Divine Time); *divine* events within last 15 hours
    - **Time** (Divine Time Traveler); *divine* presence of time travelers
    - **Warp** (Divine Warp); *divine* portals/rifts or recent teleportation
    - **Warp** (Divine Timeline); *divine* current timeline
  - **Detect Spellcaster**; discern spellcasting abilities of creature in range
  - **Discern Location**; 3 sp, discern location of creature or object at any range
  - **Dowsing**; 1 sp, discern location of creature or object within range
- *sense*, personal, **DC** 40; (gain a sense for 30 hours)
  - **Ghost Sight (sense)**; +30 to Perception to notice invisible targets
  - **Lifesense (sense)**; detect living creatures within 100 ft., 2 sp
  - **Read Magic (sense)**; decipher and read magical writings, 1 sp
  - **Prying Sight (sense)**; perceive through target's senses for 30 hours, 1 sp, **Eyes Of The Cabal**; may transfer or copy effects of Prying Sight onto new targets, 2 sp, **DC** 40 Will negates
  - **True Perception (sense)**; see things as they actually are, 2 sp
  - **Unhooded Sight (sense)**; +15 to saves and checks to disbelieve illusions
  - **Unobscured Vision (advanced)**; see through most solid material, 3 sp

Life[USoP] **Sphere - Talents** Affliction[USoP], Break Enchantment[USoP], Deeper Healing[USoP], Esoteric Healing[USoP], Greater Restore[Wrd], Hypervitalize[USoP] (advanced), Make Whole[USoP] (advanced), Mass Healing[USoP], Restorative Cure[USoP], Revitalize[USoP] x2; (cure) Restore Capacity[USoP], Restore Health[USoP], Restore Senses[USoP], Restore Spirit[USoP]

- *cure*, 1 sp, touch or close range (100 ft.), **DC** 40; heal 8d8+120 hp; **Esoteric Healing**; may affect constructs and undead, **Mass Healing**; 1 sp, affect up to 15 additional targets, **Restorative Cure**; may *restore* and *cure* as part of same effect, 1 sp, **Revitalize**; grant target fast healing 5 in place of immediate healing for 30 hours (max 1,500 hp healed for each target), **Hypervitalize**; improve fast healing to regeneration, grant immunity to bleed, death effects, positive energy

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damage, disease, paralysis, poison, sleep, aging, stunning, nonlethal damage, exhaustion, fatigue, and effects that require Fortitude save, no need to breathe, drink, eat, or sleep, 2 sp
    - **Affliction**; invert cure to negative energy to damage target
- *invigorate*, touch or close range (100 ft.), **DC** 40; grant 60 temp hp, lasts for 1 hour, **Mass Healing**; 1 sp, affect up to 10 additional targets
- *restore*, touch or close range (100 ft.), **DC** 40, **Mass Healing**; 1 sp, affect up to 10 additional targets, **Greater Restore**; 1 sp, apply 2 versions of *restore*; (mind; remove confused, dazed, dazzled, frightened, panicked, shaken, staggered, all sensory loss) or (body; remove battered, exhausted and nauseated; may attempt magic skill check vs. disease and poisons) or (soul; heal all ability damage, all ability drain in 1 score, 7 temporary negative levels, and suppress 1 permanent negative level for 30 minutes, **Make Whole**; remove all negative levels and mend missing body parts, 1 sp) or (capacity; allow target immediate Escape Artist check with +30 bonus, cure stunned condition and movement restrictions, magic skill check to end paralysis), 1 sp, **Break Enchantment**; remove all magic with a duration from target and attempt magic skill check to remove certain other effects, 2 sp
    - **Affliction**; invert restore to inflict exhaustion/ fatigue for 2d6 rounds, confused for 1d6 rounds, entangled and half movement speed for 1d6 rounds, nauseated for 1d6 rounds (or unable to benefit from healing/fast healing/regeneration for 2d6 rounds

Mana[TIH] **Sphere - Talents** Flexible Knowledge[AMH], Gift Of Insight[BLA] (advanced), Gift That Keeps On Giving[BLA] (advanced), Limited Manifestation[AMH] (advanced), Manifestation[AMH] (advanced), Permanent Gift[BLA] (advanced) (expunge) Mark Of Instability[TIH], (manipulation) Gift Of Knowledge[TIH] **Drawbacks** Conservationist[TIH], Incongruent[TIH]

- *expunge*, medium range (400 ft.), **DC** 40, apply the effect of one (expunge)
    - **Mark Of Instability**; target cannot spend spell points for 8 rounds, Fort negates
- *manipulation*, medium range (400 ft.), **DC** 40; apply the effect of one (manipulation)
    - **Gift Of Knowledge**; grant a target 1 use of 8 of your spheres or talents within 30 minutes, target may use your caster level or their own, 1 sp, **Flexible Knowledge**; grant target additional temporary spell points equal to spell points spent that can be used on temporary talents, **Gift Of Insight**; share talents with up to 15 additional targets, 1 sp, **Gift That Keeps On Giving**; may spend additional spell points to grant additional uses or use your own spell points in place of user's on gifted talents, **Permanent Gift**; permanently grant a target a talent, 3 sp
    - **Limited Manifestation**; 2/day, may create one of the following, 3 sp
        - Magic sphere effect using up to 6 basic magic talents you do not possess, CL 26
        - Automatically undo the effects of any nonharmless sphere effect with a caster level lower than your Mana sphere caster level on one willing creature.
        - Automatically dispel any sphere effect with a MSD equal to or lower than 41.
    - **Manifestation**; may create one of the following
        - Magic sphere effect using up to 5 magic talents you do not possess, +1 per 2 sp spent (costs 25,000 gp to make permanent)
        - Automatically undo the effects of any non-harmless sphere effect on up to 30 creatures
        - You may automatically dispel any number of sphere effects with MSD equal to or lower than 41.
        - Other similarly potent magic effect (costs 25,000 gp)
    - **Shuffle**; alter magic in 25-ft. radius, concentration or 30 rounds w/ 1 sp,
        - *chaotic rewiring*, randomize targeted effects, move area effects 45 ft. in random direction
        - *elemental rewiring*, convert damage from one chosen type into another chosen type

Time[USoP] **Sphere - Talents** Complete Reversion[USoP] (advanced), Interlocutor Across Time[APC] (advanced), Ranged Time[USoP], Reversion[USoP] (advanced), Witness Across Time[APC] (advanced) (time) Time Clone[USoP] (advanced); **Drawbacks** Altered Time[USoP] x2

- *alter time*, close range (100 ft.), **DC** 40; apply a (time) effect to the target, **Mass Time**; may apply to up to 15 additional targets, 1 sp)
    - **Time Clone**; +50 touch, create clone of target which lasts for 15 turns, vanishes if it fails a save or it takes damage, **DC** 40 Will negates, sp equal to half target HD
- **Interlocutor Across Time**; may send and receive information across different timelines or points in time.
- **Reversion**; spend 10 minutes allowing touched creature to retrain class levels, 10 sp

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Enduring Portal[USoP] (advanced), Flawless Teleport[USoP] (advanced), Mass Teleport[USoP], Planeshift[USoP] (advanced), Portal[USoP] (advanced), Time Warp[TJH] (advanced), Timeline Drift[APC] (advanced), True Teleport[USoP] (advanced), Universal Teleport[USoP] (advanced), Unseeing Teleport[USoP], Unwilling Teleport[USoP], (space) Teleport Beacon[USoP], Wormhole[USoP]

- *teleport*, close range (100 ft.), move target up to close range (100 ft.); 1 sp, increase range to long range (1,600 ft.), **DC** 38, **Mass Teleport**; 1 sp, affect up to 15 additional targets, **Portal**; leave behind portal up to 150 ft. across for concentration, up to 30 rounds, 1 sp, **Enduring Portal**; make portal last for 30 hours for 1 sp or permanent for 2 sp, **Portal Network**; interconnected any number of portals, **Time Warp**;

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may *teleport* through time, **Timeline Drift**; may *teleport* to parallel timelines, **True Teleport**; 2 sp, *teleport* any range, **Universal Teleport** may *teleport* to other worlds, **Unseeing Teleport** may *teleport* to locations you cannot perceive

- **Planeshift**; travel to alternate plane of existence, 2 sp
- **Teleport Beacon**; touch object, location, or creature to teleport to it or teleport it to you at a later point within 30 hours by spending 1 sp, 1 sp
- **Wormhole**; link up to 17 5-ft. squares within 100 ft. as if they were adjacent to each other, concentration or 30 rounds w/ 1 sp

STATISTICS

Str —, **Dex** 33, **Con** 41, **Int** 40, **Wis** 35, **Cha** 36
Base Atk +31; **CMB** +23; **CMD** 56
Feats Contingency[USoP, M], Counterspell[USoP], Counterspell Mastery[USoP], Dazing Spell[APG], Extend Spell, Flyby Attack, Greater Counterspell[USoP], Greater Spell Penetration, Improved Counterspell[USoP], Improved Initiative[M], Maximize Spell, Mythic Paragon[M], Persistent Spell[APG], Quicken Spell, Spell Penetration[M], Sphere Virtuoso[USoP], Widen Spell
Skills Appraise +46, Craft (any one) +49, Diplomacy +47, Intimidate +47, Knowledge (all) +63, Heal +43, Perception +46, Sense Motive +46, Spellcraft +49, Stealth +53, Survival +43, Use Magic Device +44
Languages envisaging
SQ extension of all, greater starflight

SPECIAL ABILITIES

Aura of Harmony (Su) Any creature within 300 feet of a zenith is put at ease by the vastness and scintillating glory of the entity. All creatures must succeed at a DC 37 Will save or become fascinated so long as they remain within the aura. For every 10 rounds that the creature spends inside this aura, its alignment moves one step closer to true neutral (this is considered a willing change). If a true neutral creature remains fascinated for more than 5 rounds, the zenith may deal its swarm damage to the target as a free action (which does not interfere with the fascination effect). The save DC is Charisma-based.

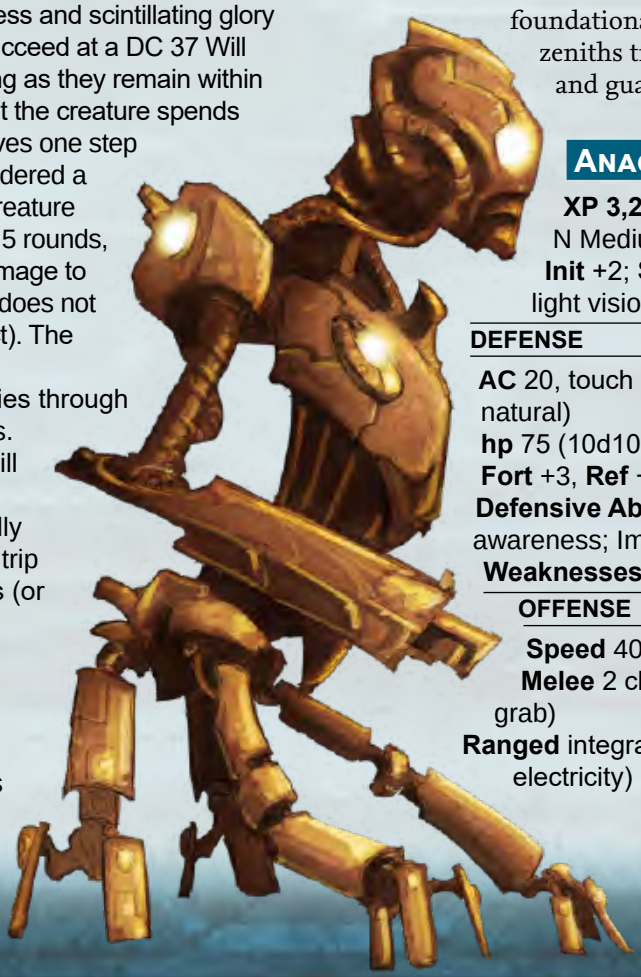
Greater Starflight (Ex) A zenith flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes a zenith 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

Lore of a Million Worlds (Su) Whenever the zenith aeon rests to regain spell points, it may change any and all of its magic talents, losing the previous ones and gaining new spheres and new talents in their place. A zenith can also exchange its casting tradition, feats, and skills every time it rests to regain spell points. In addition, a zenith is treated as having unlimited uses of mythic power per day and twice the normal number of spell points. In addition, the zenith may target itself with sphere effects as if it did not possess the swarm subtype.

Spheremaster Abilities (Su) A zenith the following Spheremaster Path Abilities: Eldritch Breach, Flash of Omniscience, Resilient Arcana, Sphere Metamastery x4, Channel Power, Deep Understanding, and Crafting Mastery. In addition, the zenith is considered to have all Mythic Sphere Masteries for every magic sphere it possesses.

Subsume (Su) Any intelligent creature reduced to 0 hit points by the zenith's Swarm Attack must succeed at a DC 39 WIll save or be subsumed into the zenith, entering into the shared consciousness of millions of transcendent entities. Creatures destroyed in this way can be restored to life only through *miracle*, *true resurrection*, *wish*, or divine intervention. The save DC is Constitution-based.

The twinkling lights of this vast spiral give it the appearance of a miniature galaxy, each "star" a single crystalline agent moving in unison with its fellows. While typical aeons are each formed of a specific individual or community dedicated to the cause of unification, a single zenith aeon is born of an entire culture which has come to understand the Aggregate's grand model for the cosmos. Seeking to elevate the multiverse and completion and wielding the foundational forces of existence as its tools, zeniths traverse time and space as guides and guardians.



Anacite CR 7

XP 3,200
N Medium construct (robot)
Init +2; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 75 (10d10+20)
Fort +3, **Ref** +7, **Will** +5
Defensive Abilities hardness 5, shortwave awareness; Immune construct traits
Weaknesses sunlight dependency

OFFENSE

Speed 40 ft., climb 20 ft.
Melee 2 claws +15 (1d8+4/19–20 plus grab)
Ranged integrated arc rifle +12 touch (2d6 electricity)

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STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 17, **Wis** 10, **Cha** 11
Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 26
Feats Improved Critical (claw), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claw)
Skills Climb +22, Craft (mechanical) +21, Knowledge (engineering) +21, Perception +10, Stealth +12; Racial Modifiers +8 Craft (mechanical), +8 Knowledge (engineering)
Languages Aklo; remote communication 100 ft.
SQ makers' masterwork, rebuild, robot upgrades (additional attack (1 UP), additional movement (1 UP), grab, improved hardness, integrated weaponry (1 UP), rapid movement (2 UP), remote communication (3 UP), specialized training (3 UP), 14 UP total)

SPECIAL ABILITIES

Makers' Masterwork (Ex) Despite being robots, anacites do not gain vulnerability to critical hits or electricity as robots normally do.
Rebuild (Ex) Anacite machines are capable of improving and adapting their designs. In a process that takes one day, an anacite may reconfigure any robot upgrades it possesses, replacing them with upgrades of equal UP value. Anacites can alter themselves at no cost. The standard anacite has 14 UP, which is allocated on the statblock given above.
Shortwave Awareness (Ex) An anacite can communicate with nearby anacites via invisible waves. In combat, if any allied anacites within 100 feet can act in a surprise round, all of them can.
Sunlight Dependency (Ex) Anacites gain their energy from light. In areas of darkness, they gain the sickened condition. This ignores a construct's typical immunity to the sickened condition.

The mutable anacites excel at modifying their own robotic bodies, reconfiguring their abilities to suit any task and overcome any challenge. These adaptations, in conjunction with the anacites' knack for cooperation and repairs, makes these advanced constructs perfect for long-term projects in extreme environments. The anacites of Aurin have maintained certain locations since the time of the Makers' War, ensuring that Outer Lord technologies are kept safe and operational.

Anaxim CR 17/MR 7

XP 102,400
Large outsider (extraplanar)
Init +17M; **Senses** darkvision 60 ft., low-light vision; Perception +27

DEFENSE

AC 38, touch 15, flat-footed 32 (+6 Dex, +23 natural, –1 size)
hp 307 (19d10+203); regeneration 20 (aligned spells, aligned weapons)
Fort +18, **Ref** +12, **Will** +16; second save[MA]
Defensive Abilities block attacks[MA], constructed, fortification (50%), unplaceable essence; **DR** 15/ adamantine and epic; **Immune** sonic, **Resist** cold 10, electricity 10, fire 10; **SR** 32

OFFENSE

Speed 60 ft., fly 200 ft. (perfect)
Melee 2 slams +30 (2d6+11), 2 wings +30 (3d6+11/17–20/ x4)
Space 10 ft.; Reach 10 ft.
Special Attacks bladed wings, exploit the mindless, mythic power[MA] (7/day, surge +1d10), rend (2 wings, 3d6+13) smite opposition 5/day (+6/+19)

MAGIC

Caster Level 19; **MSB** +19, **MSD** 30, Concentration +25
Tradition Reconstructed Relic (Center Of Power[USoP], Unstable Storage[TIH]); **CAM** Cha
Spell Points 35
Alteration[USoP] Sphere – **Talents** Lingering Transformation[USoP], (body) Cosmic Body[USoP], Star-Spawn Body[USoP] (advanced); **Drawbacks** Lycanthropic[USoP]
- *shapeshift*, touch (self-only), 4 traits, concentration or 190 minutes (1 sp)
  - **Cosmic Body**; potential traits:
    - Cosmic Form: +4 deflection bonus to AC
    - Spirit's Reach: increase reach by 10 ft.
    - Shadow Blend: gain 20% miss chance in bright light
    - Spiritual Touch: weapons and natural weapons treated as *ghost touch*
    - Ethereal: become ethereal, 1 sp
  - **Star-Spawn Body**; potential traits
    - Impossible Geometries: gain 38% miss change, observation with True Perception[SoO] Divination[USoP] talent or similar effect causes target to become staggered for 1d4 rounds on failed Will save, **DC** 25
    - Starflight: travel at extreme speeds through space

Destruction[USoP] **Sphere – Talents** Admixture[USoP] (blast shape) Sculpt Blast[USoP], (blast type) Reverberating Blast[USoP], Static Blast[USoP]
- destructive blast, close range ray (40 ft.), 9d6 damage, 1 sp 19d6 damage, DC 25; use with (blast shape), inflict a (blast type), Admixture; increase casting time or spend 1 sp to apply 2 (blast type) talents or admixture feat
  - (blast shape)
    - **Sculpt Blast**; 1 sp, change blast into 20-ft. burst, 70-ft. cone, or 290-ft. line, Ref save for half damage
  - (blast type)
    - Reverberating Blast; 1 sp, deal electricity damage, use d4s in place of d6s, struck targets must succeed at Fortitude save or take –9 penalty to concentration and mental skill checks for 1d4 rounds.
    - Static Blast; 1 sp, deal electricity damage, perform disarm combat maneuver against target (+25, +4 vs. metal item)

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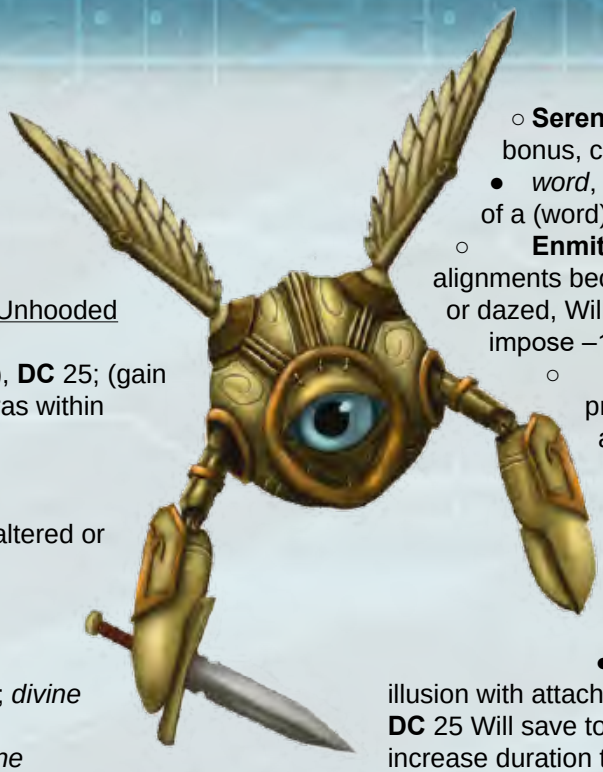

Divination[USoP] **Sphere - Talents** (divine) Expanded Divinations[USoP]; (sense) Advanced Alternate Divinations[SoO] (lifesense, spirit sense, thoughtsense), Ghost Sight[USoP], True Perception[SoO], Unhooded Sight[USoP]

- *divine*, long range (1,160 ft.), **DC** 25; (gain information about magic auras within 1,160 ft.)
  - **Alternate Divinations**
    - **Alteration** (Divine Shapechanger); *divine* altered or shapeshifter subtype
    - **Destruction** (Divine Hostility); *divine* when creature is damaged
    - **Fate** (Divine Alignment); *divine* for evil/good/law/chaos
    - **Fate** (Divine Faith); *divine* presence of faithful in environment
    - **Fate** (Divine Fate); *divine* color aura based on comparative alignment
    - **Fate** (Divine Loyalties); *divine* priorities of creature
    - **Illusion** (Divine Illusion); *divine* to gain Will save and Perception check against illusions in area
    - **Warp** (Divine Warp); *divine* portals/rifts or recent teleportation
    - **Warp** (Divine Timeline); *divine* current timeline
- *sense*, personal, **DC** 25; (gain a sense for 18 hours)
  - **Ghost Sight (sense)**; +19 to Perception to notice invisible targets
  - **Lifesense (sense)**; detect living creatures within 80 ft., 2 sp
  - **Read Magic (sense)**; decipher and read magical writings, 1 sp
  - **Spirit Sense (sense)**; detect undead; fey; outsiders; and astral, ethereal, or incorporeal creatures within 80 ft., 1 sp
  - **Thoughtsense (sense)**; detect intelligent creatures within 80 ft., discern Intelligence as above or below 2, 2 sp
  - **True Perception (sense)**; see things as they actually are, 2 sp
  - **Unhooded Sight (sense)**; +9 to saves and checks to disbelieve illusions

Fate[USoP] **Sphere – Talents** Bound Consecration[USoP], (consecration) Divine Pressure[USoP], (word) Enmity[USoP]

- *consecration*, close range (70 ft.), **DC** 25, **Bound Consecration**; may have consecration stay in place or center on object rather than moving with you
  - **Divine Pressure (consecration)**; creatures of opposed alignment become deafened, exhausted, or sickened, ignoring immunities
  - **Serendipity (consecration)**; +2 luck bonus, concentration, 19 rounds with 1 sp
- *word*, close range (70 ft.), **DC** 25; (effects of a (word) talent)
  - **Enmity (word)**; targets of opposed alignments become sickened, staggered, blinded, or dazed, Will negates, strong alignment auras impose –1 or –2 penalty on saves.
  - **Hallow (word)**; 1 sp, 19 minutes, provide protections against opposite alignment

Illusion[USoP] **Sphere – Talents** Lingering Illusion[USoP], Suppression[USoP] (sensory) Manipulate Aura[USoP]; **Drawbacks** Disappearance[USoP], Obscura Mage[USoP], Personal Illusion[USoP]

- glamer, personal; 1 sp, create an illusion with attached to a creature for concentration, **DC** 25 Will save to disbelieve, **Lingering Illusion**; increase duration to 19 minutes, 1 sp
  - **Illusionary Disguise**; create an illusion as though using a disguise kit
  - **Suppression (glamer)**; (sight, aura) may hide while observed, +19 circumstance bonus on Stealth when observed

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Planeshift[USoP] (advanced), Pouncing Teleport[USoP], True Teleport[USoP], Unseeing Teleport[USoP], (space) Looped Space[USoP], Plane Manipulator[USoP]; **Drawbacks** Personal Warp[USoP]

- *teleport*, personal, move up to close range (80 ft.); 1 sp, increase range to long range (1,160 ft.), **Pouncing Teleport**; spend 1 sp to or increase casting time by one step to make attack as part of *teleport*, 1 additional sp to make attack action or full attack, **True Teleport**; 2 sp, *teleport* any range, **Unseeing Teleport**; may *teleport* to locations you cannot perceive
- **Looped Space (space)**; touch, concentration or 19 rounds with 1 sp, create 4 contiguous 10-ft. cubes, creature attempting to leave must succeed at Will save or immediately re-enter from other end, DC 25, **Plane Manipulator**; 1 sp, impose plane manipulator effect over area
- **Plane Manipulator (space)**; personal, concentration or 19 minutes with 1 sp, create 190-ft. radius where creatures have to attempt magic skill check to teleport or cross planes
- **Plane Manipulator (space)**; touch, **DC** 25; extraplanar creature must succeed at a Will save or be returned to its home plane
- **Planeshift**; travel to alternate plane of existence, 2 sp

STATISTICS

Str 32, **Dex** 22, **Con** 25, **Int** 21, **Wis** 20, **Cha** 23
Base Atk +19; **CMB** +31; **CMD** 47

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Feats Auspicious Admixture[USoP], Counterspell[USoP], Counterspell Mastery[USoP], Improved Counterspell[USoP], Improved Critical[M] (bladed wings), Improved Initiative[M], Incarnate Magic[TCH], Persistent Spell[APG], Power Attack[M], Quicken Spell

Skills Diplomacy +28, Craft (mechanical) +27, Disguise +28, Knowledge (arcana) +27, Knowledge (engineering) +27, Knowledge (history) +24, Knowledge (planes) +27, Perception +27, Spellcraft +27, Stealth +24

Languages telepathy 300 ft., truespeech

SQ orthogonal alignment

SPECIAL ABILITIES

Bladed Wings The anaxim's bladed wings are primary attacks which deal 3d6 slashing damage and have a critical threat range of 19–20/x3.

Constructed (Ex) Although anaxim are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), anaxim count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Anaxim are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

Exploit the Mindless (Su) Though anaxim no longer have the leverage of the outer planes to enact their concepts of virtue on the cosmos, they can still levy undeniable commands upon creatures without the beliefs to resist. By spending a point of mythic power as a standard action, an anaxim may take control of a mindless creature within 300 feet as the *dominate monster* spell, ignoring any immunities the target may possess. The target is allowed a DC 25 Will saving throw with a +4 bonus. The save DC is Charisma-based.

In addition, an anaxim may spend a point of mythic power as a full-round action to summon an iron golem as per the *summon monster ix* spell (CL 19th).

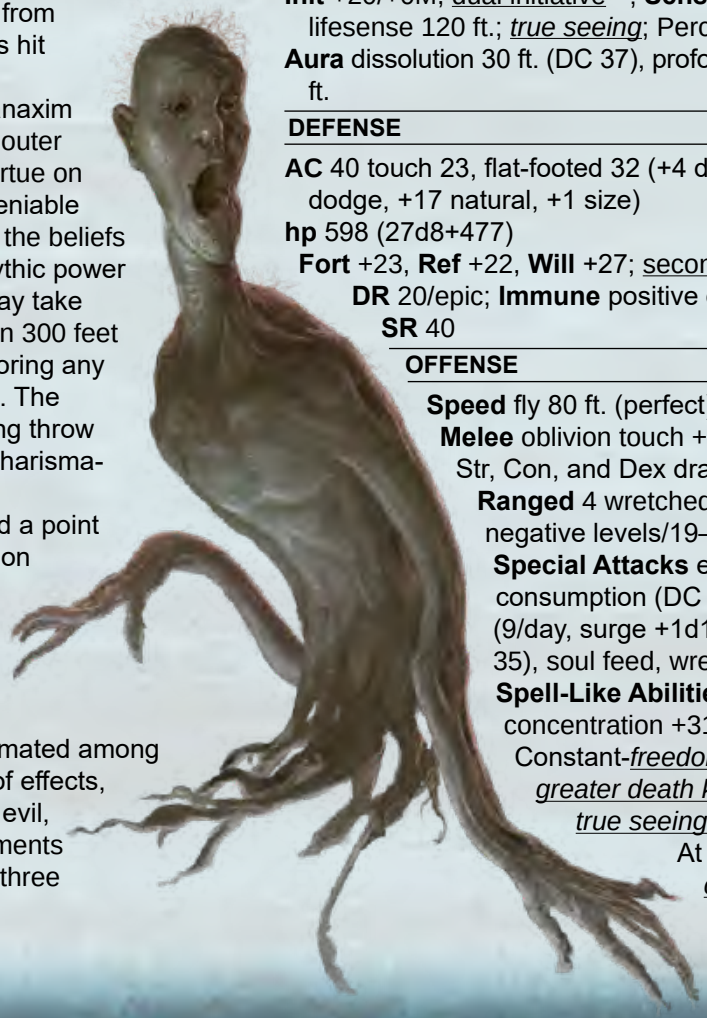
Orthogonal Alignment (Ex) Anaxim occupy a unique alignment that is no longer approximated among the outer planes. For the purpose of effects, an anaxim is not considered good, evil, lawful, chaotic, or neutral. All alignments are considered to be opposite and three steps away from the anaxim's orthogonal alignment. An anaxim may choose its orthogonal alignment for any effects which allow it to choose an alignment and may treat mindless creatures as if they had the anaxim's orthogonal alignment.

Regeneration An anaxim's regeneration is bypassed by any chaos-, evil-, good-, or lawful-aligned weapons or spells.

Smite (Su) An anaxim may use smite evil as a 19th-level paladin, save that they may smite creatures of any alignment rather than just evil creatures.

Unplaceable Essence (Ex) An anaxim has no home plane and cannot be banished despite being an outsider.

The hulking constructs known as anaxim appear to be crafted from ruined buildings, moving on wings of stone and marble with digits made of scaffolding and metal supports. These elements are covered in elaborate filigree or carving, all linking back to a crumpled metal core which glows like a miniature star. This radiant glow haloes this entity in glory that is neither benevolent nor malicious, neither discordant nor structured, not balanced but something else entirely.



Atropal — CR 25/MR 9

XP 1,638,400

NE Small undead (mythic)

Init +20/+0M, dual initiative[MA]; **Senses** darkvision 60 ft.; lifesense 120 ft.; *true seeing*; Perception +38

Aura dissolution 30 ft. (DC 37), profound desecration 100 ft.

DEFENSE

AC 40 touch 23, flat-footed 32 (+4 deflection, +7 Dex, +1 dodge, +17 natural, +1 size)

hp 598 (27d8+477)

Fort +23, **Ref** +22, **Will** +27; second save[MA]

DR 20/epic; **Immune** positive energy, undead traits; **SR** 40

OFFENSE

Speed fly 80 ft. (perfect)

Melee oblivion touch +29 (20d6+4 plus 1d6 Str, Con, and Dex drain)

Ranged 4 wretched bolts +32 (1d4 negative levels/19–20)

Special Attacks explosive drain, faith consumption (DC 35), mythic power[MA] (9/day, surge +1d10), oblivion touch (DC 35), soul feed, wretched bolts

Spell-Like Abilities (CL 20th; concentration +31)

Constant-*freedom of movement*, *greater death knell aura*[BotD3] (DC 31), *true seeing*, *unholy aura* (DC 29)

At Will-*animate dead*[M], *circle of death*[M] (DC

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31), *create greater undead*, *death knell*[M] (DC 27), *desecrate*[M], *finger of death*[M] (DC 32), *disintegrate*[M] (DC 27), *greater dispel magic*, *greater teleport*, *soul bind*, *unhallow*[M]

3/day-*blasphemy*[M] (DC 28), *horrid wilting* (DC 32), *supreme curse terrain*[HA] (DC 33), *waves of exhaustion*

1/day-*cursed earth*[UM] (DC 34), *mage's disjunction*[M] (DC 30), *massacre*[HA] (DC 34), *shades* (DC 30), *wail of the banshee* (DC 34), *weird* (DC 30), *wish*[M] (DC 30)

STATISTICS

Str 18, **Dex** 25, **Con** —, **Int** 24, **Wis** 27, **Cha** 33

Base Atk +20; **CMB** +27; **CMD** 45

Feats Ability Focus (aura of dissolution), Command Undead[M], Critical Focus[M], Flyby Attack, Dodge, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Critical (wretched bolts), Improved Initiative[M], Lightning Reflexes, Spell Focus[M] (necromancy), Spell Penetration[M], Spell Specialization[UM] (*animate dead*), Undead Master[UM]

Skills Bluff +41, Diplomacy +41, Intimidate +41, Knowledge (arcana) +37, Knowledge (planes) +37, Knowledge (religion) +37, Perception +38, Sense Motive +38, Spellcraft +37

Languages Necril; telepathy 300 ft.

SQ failed prophet

SPECIAL ABILITIES

Aura of Dissolution (Su) An atropal constantly exudes an aura of negative energy which deals 5d6 points of negative energy damage every round to all creatures within 30 feet of the atropal at the beginning of its turn (DC 37 Will save half). Undead in this area (including the atropal) are healed by an equal amount every round. Rather than healing or harming creatures within the field, an atropal can choose to affect all creatures in the field as if by the Command Undead feat (this includes bonuses from the mythic version of this feat). Any attempts to channel positive energy within the aura of dissolution fail.

Explosive Drain (Su) Whenever an atropal kills a creature with a death effect, negative energy, or negative levels, that creature explodes in a burst of negative energy. All creatures within 20 feet of the dead creature take 10d6 points of negative energy (DC 35 Will save half). Undead creatures are healed by this damage.

Failed Prophet (Su) An atropal can have up to 240 HD worth of undead under its control at a time from *animate dead*. In addition, an atropal can sense through the senses of any undead it has created.

Faith Consumption (Su) An atropal sustains itself with sundered magic. Whenever a spell fails to bypass an atropal's spell resistance or the atropal successfully dispels an effect, the profane bonuses from the atropal's profound desecration are increased by 4 (to +10 and +8) for a number of rounds equal to the level of the spell negated or dispelled. By expending a use of mythic power as an immediate action, an atropal can inflict 2d4 negative levels on a creature which failed to bypass its spell resistance (DC 35 Will save negates).

Oblivion Touch (Su) An atropal possesses a touch attack which deals 20d6 points of negative energy damage as well as 1d6 points of Strength, Dexterity, and Constitution drain. A successful Fortitude save negates the ability drain (DC 35).

Profound Desecration (Su) An atropal exudes a powerful aura of negative energy out to 100 feet. The DC to resist negative channeled energy (Including the atropal's explosive drain and aura of dissolution) within this area gains a +6 profane bonus. Every undead creature in the desecrated area gains a +4 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created which enters or is summoned into such an area gains +4 hit points per HD. Finally, all undead in the area become immune to positive energy. These benefits are already factored into the atropal's stats.

Soul Feed (Su) When using its *soul bind* spell-like ability, an atropal imprisons the target within its body rather than within a gem. For the purpose of freeing a creature, the atropal's body counts as the soul gem. When a creature dies as a result of the atropal's *greater death knell aura*[BotD3], the creature's soul is absorbed into the atropal as per *soul bind* and the atropal gains the benefits of mythic *death knell* rather than *death knell*.

Wretched Bolts (Su) An atropal possesses four ranged touch attacks with a range of 300 feet. Any creature struck by one of these attacks suffers 1d4 negative levels. These negative levels are doubled on a critical hit. Undead creatures struck by a wretched bolt gain 10 temporary hit points.

There are many factors which can cause a god's birth to fail, among them a lack of dedicated following, an indistinct sense of identity, or a disagreement between the forces granting divinity. Regardless of cause, the stillborn deities known as atropals tend to share ashen and half-formed countenances. Like a true deity, atropals crave loyalty and metaphysical fixation, but these undead obtain such treasures through the mass reanimation of mindless undead and the ravenous capture of souls.

Charnel Colossus CR 19

XP 204,800

NE Colossal undead (psionic)

Init +3; **Senses** darkvision 60 ft.; Perception +46

DEFENSE

AC 29, touch 1, flat-footed 29 (–1 Dex, +28 natural, –8 size)

hp 345 (30d8+210)

Fort +17, **Ref** +9, **Will** +30

Defensive Abilities *amorphous*, channel resistance +4; **DR 15**/magic and slashing; **Immune** critical hits, precision damage, turning, undead traits; **PR** 30

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OFFENSE

Speed 30 ft.
Melee 6 slams +26 (2d8+14*/19–20 plus grab and mind feed) or 2 tendrils +24 (2d6+8* plus grab and pull)
Space 30 ft.; **Reach** 20 ft. (40 ft. with tendrils)
Special Attacks psionic fist +2, voice of the ancients
Psi-Like Abilities (ML 18th; concentration +25)
Constant–*sense minds*[UP] (DC 18)
Typical Wilder Powers Known (ML 16th; power points: 251; base save DC 17 + power level; concentration +23)
Talents-*detect psionics*[UP], *telekinetic punch*[UP], *unearthly terror*[UP]
1st-*guidance of the ancestors*[PASP]
2nd-*dissolving touch*[UP]
3rd-*hostile empathic transfer*[UP]
4th-*alienation*[UP], *schism*[UP]
5th-*summoning strike*[UP]
6th-*phrenic overload*[APC]
7th-*awestrike*[APC]
8th-*body of iron*[UP]

STATISTICS

Str 34, **Dex** 9, **Con** —, **Int** 18, **Wis** 36, **Cha** 25
Base Atk +22; **CMB** +42 (+46 grapple); **CMD** 51 (cannot be tripped)
Feats Ability Focus (voice of the ancients), Empower Power[UP], Endowed Mind[UP], Greater Power Penetration[UP], Greater Psionic Fist[UP], Improved Initiative, Overchannel[UP], Persistent Power[UP], Power Attack, Power Channeler[UP], Power Penetration[UP], Psionic Fist[UP], Talented[UP], Unconditional Power[UP]
Skills Climb +45, Intimidate +40, Knowledge (arcana) +37, Knowledge (history) +34, Knowledge (religion) +37, Perception +46, Sense Motive +46, Spellcraft +37
Languages Infernal (or the most commonly spoken language of its corporate body)
SQ amalgamated metapsion, corporate will

SPECIAL ABILITIES

Amalgamated Metapsion (Su) A charnel colossus is composed of dozens if not hundreds of psionic creatures whose bodies have fused to form an incredibly powerful entity at a great cost. The charnel colossus manifests as a 16th-level wilder[UP], save that it can learn powers from any power list and may exchange any one power it knows for another power of equal level as a full-round action. The charnel colossus is considered to have an infinite number of power points and psionic foci to expend as it wishes, but no effect that the charnel colossus manifests lasts longer than a number of rounds equal to the charnel colossus' Charisma modifier (usually 7).
Corporate Will (Su) A charnel colossus is composed of the sentience of scores of creatures. Though they are able to work in concert as a cohesive whole, they are also able to separate their actions at will so as to not be impeded by the limitations of a single consciousness,

effectively allowing them to focus on two things at once. As a result, the charnel colossus can manifest up to two powers in the same round that it takes a full attack or attack action. A charnel colossus is immune to being turned (though it can still take damage from channeled positive energy). While part of the creature's sentience may be affected by a turn attempt, there are enough unaffected intellects within to override the effect.
Mind Feed (Su) When a charnel colossus succeeds at a grapple check with a slam attack, it can use its mind feed ability as a free action during each round in which the grapple is maintained. A victim of a mind feed attempt must succeed at a DC 32 Will save each round that the ability is used. On a failed save, the cadavers that make up the charnel colossus lock their mouths against the victim and begin to draw forth a part of her sentience to add to the collective. This action deals 1d6 points of Wisdom damage and drains 5d6 power points each round.

If the victim's Wisdom score is reduced to 0, her soul and persona are wholly subsumed by the charnel colossus, and her body becomes bleached white and brittle and is incorporated into the creature's mass. The charnel colossus then has full access to all of the victim's memories (though not any special powers), and the victim can only be recovered and returned to life with reality revision[UP], [M] or similarly powerful magic. If the charnel colossus has grappled multiple victims, it can attempt multiple mind feeds in a single round. The save DC is Charisma-based.
Voice of the Ancients (Su) A charnel colossus can, as a full-round action, cause its collective knowledge to be whispered into the minds of any sentient creature within 100 feet. These whispers riffle through the brain

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of any such creatures within range in an unbearable susurrus. These individuals must succeed at a DC 34 Will save or be affected as if by a permanent *sensory cascade*[UP] power. Regardless of whether or not the save is successful, the effect leaves an insidious seed implanted in the victim's mind. The day after the save is attempted, the victim must succeed at a new save or the seed takes root and creates the subconscious compulsion for the victim to return to the charnel colossus at some point in the future. When and how this occurs is up to the GM.

This compulsion can be removed with an *aura alteration*[UP] or *psychic chirurgery*[UP] power or by destroying the charnel colossus that implanted the compulsion. This is a mind-affecting compulsion effect. Each time a creature is subjected to this attack, there is a 1% chance that some of the lost lore transmitted into her mind causes her to gain a permanent +2 bonus to Intelligence. This beneficial side effect can only occur to a creature once. When a charnel colossus uses this ability, it cannot use its psi-like abilities or take other actions in that round. The save DC is Charisma-based.

When a large collection of gifted minds seeks to merge themselves together in the pursuit of understanding or immortality, the ensuing bombardment of conflicting thoughts and sensations can birth an undead of tremendous power and fanatical appetite. The hivemind of a charnel colossus always believes that it is one mind away from achieving perfect stability and so gluts itself on other intelligent beings in a hunt for completion. In Aurin, a charnel colossus assembled during the Makers' War is said to still stalk the depths of Moloss.

Codifier CR 11

XP 12,800
N Medium aberration
Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)
hp 133 (14d8+70)
Fort +9, **Ref** +8, **Will** +12
Defensive Abilities malleable designation; **DR** 5/ adamantine; **Immune** cold; **SR** 22

OFFENSE

Speed fly 40 ft. (perfect)
Melee 4 tentacles +14 (1d6+2 plus alter designation)
Space 5 ft.; **Reach** 5 ft.
Special Attacks alter designation

MAGIC

Caster Level 10; **MSB** +10, **MSD** 21, Concentration +14
Tradition Wandering Arcanist (Prepared Caster[USoP], Somatic Casting[USoP] x2); CAM Int
Spell Points 19

Enhancement[USoP] **Sphere - Talents** Crippling Strike[USoP], Deep Enhancement[USoP], Natural Enhancement[USoP] (enhance) Cripple[USoP], Harden/Weaken[USoP], Magic Sink[USoP]

- **Crippling Strike**; standard action or as part of full attack w/ 1 sp, make a weapon attack, creatures hit with attack are also hit with *enhancement*.
- *enhancement*, touch, **DC** 19; boost the target's capabilities for concentration +2 rounds or (1 sp) 100 minutes
  - **Cripple (enhance)**; target takes –4 penalty to attack rolls, saving throws, ability checks, and skill checks
  - **Enhance Equipment (enhance)**; armor, natural armor, natural weapon, or weapon gains +3 enhancement bonus
  - **Harden/Weaken (enhance)**; increase or decrease hardness by 5, on creatures may grant DR 5/ adamantine or reduce DR by 5.
  - **Magic Sink (enhance)**; magic sink is dispelled in place of any effects that would be targeted for dispelling

Fate[USoP] **Sphere - Talents** Shrieking Strike[USoP], (word) Align Object[USoP], Villainy[USoP]; **Drawbacks** Tongue Of Ages[USoP]

- **Shrieking Strike**; standard action or as part of full attack w/ 1 sp, make a weapon attack, creatures hit with attack are also hit with word.
- *word*, close range (50 ft.), DC 19; apply a (word) effect
  - **Align Object (word)**; apply alignment to object/ weapon, deal additional 2d6 damage to opposite-aligned targets, concentration or 10 minutes with 1 sp
  - **Hallow (word)**; provide protections against opposite alignment, concentration or 10 minutes with 1 sp
  - **Villainy (word) [curse]**; allies may use smite abilities on target, 1 sp to grant free use or +4 bonus on attack/damage, concentration or 10 minutes with 1 sp

Mana[TIH] **Sphere - Talents** Enlarged Shuffle[AMH], Flexible Shuffle[AMH] (amp), Intrinsic Shuffle[AMH] (advanced), Reactive Shuffle[TIH] (advanced); **Drawbacks** Incongruent[TIH]

- *expunge*, close range (50 ft.), DC 19, apply the effect of one (expunge)
  - **Spellburn**; magic skill check vs. target, on success they take 2 spell point damage and are spellburned (1d4 spell points)
- *manipulation*, close range (50 ft.), DC 19; apply the effect of one (manipulation)
  - **Shuffle**; alter magic in 15-ft. radius or 50-ft. radius w/ 1 sp, concentration or 10 rounds w/ 1 sp, **Flexible Shuffle**; may shape area into 8 contiguous 5-ft. squares or 20 5-ft. squares w/ 1 sp, **Reactive Shuffle**; create 1-round *shuffle* as immediate action, 2 sp
    - *chaotic rewiring*, randomize targeted effects, move area effects 20 ft. in random direction

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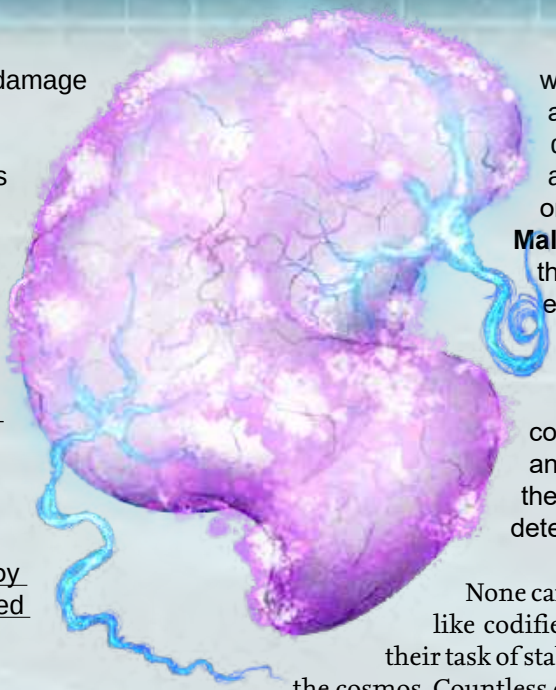
- *elemental rewiring*, convert damage from one chosen type into another chosen type
- *protective rewiring*, creatures in area use chosen of Fortitude, Reflex, or Will save for all saves
- *stability rewiring*, add 75% wild magic chance, no save



STATISTICS

Str 14, **Dex** 19, **Con** 20, **Int** 19, **Wis** 16, **Cha** 17
Base Atk +10; **CMB** +12; **CMD** 26
Feats Ability Focus (alter designation), Counterspell[USoP], Flyby Attack, Improved Initiative, Improved Spell Combat[USoP], Spell Attack[USoP], Weapon Finesse
Skills Disguise +20, Knowledge (arcana) +18, Knowledge (dungeoneering) +21, Knowledge (planes) +18, Perception +20, Spellcraft +21, Stealth +21, Use Magic Device +20
Languages Aklo (cannot speak); telepathy 300 ft.
SQ no breath

SPECIAL ABILITIES

Alter Designation (Su) Whenever the codifier strikes a creature or object with its tentacle attack, it may apply an altered designation to the target. A codifier can apply the following altered designations to a target, and stronger codifiers may also be able to apply unique effects. A creature can resist an altered designation with a successful DC 22 Will save. An altered designation is a permanent curse effect. If a creature should become an ineligible target for an effect as a result of having an altered designation added or removed, the effect ends. The Save DC is Charisma-based

- The target is considered a willing target for all spells and abilities. If a specific effect of the ability would be chosen by the target (such as with the *channel vigor*[ISG] spell), the specific effect is instead chosen randomly.
- The target is considered an unwilling target for all spells and abilities and must attempt saving throws to resist them
- The target is considered an object and not a creature for the purpose of how spells and abilities affect it.
- The target is considered to be a specific creature type for the purpose of how spells and abilities affect it.
- The target is considered to have the swarm subtype for the purpose of how it can be targeted with spells and abilities (save for abilities that would remove this curse)
- The target is considered to have a specific alignment for the purpose of how spells and abilities affect it.
- The target gains a shared designation. Whenever one creature with a shared designation would be targeted with a spell or supernatural ability, any other creatures with a shared designation from the same source are also targeted with the same spell or ability regardless of range.

Malleable Designation (Su) Whenever the codifier is affected by a spell effect or supernatural ability, the codifier may choose whether it counts as a creature or object. In addition, the codifier may choose to count itself as a creature of any type and may choose to count as having the swarm subtype for the purpose of determining the ability's effects.

None can say where the top-shaped cnidarian-like codifiers came from or who assigned them their task of stabilizing the structures of magic across the cosmos. Countless cultures tell of these beings emerging where magic goes awry, utilizing their peculiar abilities to correct abnormalities and contradictions which would threaten the normal function of the arcane. Those who cross these creatures may find the laws of the supernatural turned against them uncannily.

Continuum Shade — CR 14

XP 38,400
LE Small fey (incorporeal)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 26, touch 19, flat-footed 21 (+7 deflection, +8 Dex, +1 size)
hp 127 (15d6+75)
Fort +14, **Ref** +21, **Will** +19
Without the Resistance *aegis*, the continuum shade's saving throws are Fort +10, Ref +17, Will +15
Defensive Abilities incorporeal, natural invisibility; **DR** 10/cold iron; **Immune** disease, mind-affecting effects, poison, sonic; **SR** 25

OFFENSE

Speed fly 90 ft. (perfect)
Melee fading touch +16 (9d6)
Space 5 ft.; **Reach** 5 ft.
Special Attacks inscrutable distortion, timewalker's bane

MAGIC

Caster Level 15; **MSB** +15, **MSD** 26, Concentration +22
Tradition Inscrutable Tamperer (Coy Caster[USoP], Incompatible Energies[CSSP], Vulnerable Spellcaster[TIH]); **CAM** Cha
Spell Points 30
Divination[USoP] **Sphere - Talents** Greater Divine[USoP]; (divine) Discern Location[USoP] (advanced), Dowsing[USoP]

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- *divine*, long (1,000 ft.), **DC** 24; (gain information about magic auras within 1,000 ft.)
  - **Alternate Divinations**
    - **Mind** (Divine Cares Given); *divine* interest in subject
    - **Mind** (Divine Charm); *divine* charms and compulsions
    - **Protection** (Divine Protection) *divine* highest/lowest AC and saving throws
    - **Time** (Divine Date); *divine* current date
    - **Time** (Divine Time); *divine* events within last 15 hours
    - **Time** (Divine Time Traveler); *divine* presence of time travelers
    - **Warp** (Divine Warp); *divine* portals/rifts or recent teleportation
    - **Warp** (Divine Timeline); *divine* current timeline
  - **Discern Location**; 3 sp, discern location of creature or object at any range
  - **Dowsing**; 1 sp, discern location of creature or object within range
- sense, personal, DC 24; (gain a sense for 15 hours)
  - Read Magic (sense); decipher and read magical writings, 1 sp

Mind[USoP] **Sphere - Talents** Expanded Charm[USoP], Mass Charm[USoP], Powerful Charm[USoP], Subtlety[USoP]; (charm) Amnesia[USoP], Inception[USoP], Read Mind[USoP], Vision[USoP]; **Drawbacks** Empath[USoP]

- *charm*, close range (60 ft.), **DC** 24; place a (charm) on a target; a *lesser charm* may only target each creature 7/day, **Expanded Charm**; use *charm* on any type of creature, **Mass Charm**; 1 sp, affect up to 7 additional targets, **Powerful Charm**; use powerful charm effects, **Powerful Charm**; target must succeed at additional Will save to recognize they have been targeted by mental effect.
  - **Amnesia (charm)**
    - *lesser charm*, target forgets what happened last round
    - *greater charm*, 1 sp, target loses memory of 15 minutes or of specific creature/object/event
    - *powerful charm*, 2 sp, target loses memories of 15 days
  - **Inception (charm)**
    - *lesser charm*, magic skill or Bluff check to implant rumor in target's mind
    - *greater charm*, 1 sp, revise target's memory of events or creatures
    - *powerful charm*, 2 sp, create new memories in target's mind
  - **Read Mind (charm)**
    - *lesser charm*, detect creature's emotional state
    - *greater charm*, 1 sp, read surface thoughts for duration of concentration
    - *powerful charm*, 2 sp, pull 25-word specific answer from creature's mind
  - **Vision (charm)**
    - *lesser charm*, alter perception of a single sense in relation to single entity
    - *greater charm*, 1 sp, alter perception of all 5 senses in relation to single entity
    - *powerful charm*, 2 sp, alter perception of everything around target

Protection[USoP] **Sphere - Talents** (aegis) Resistance[USoP], True Protection[USoP] (advanced), Unplottable[USoP] (advanced); **Drawbacks** Alternate Aegis[USoP], Limited Protection[USoP] (aegis)

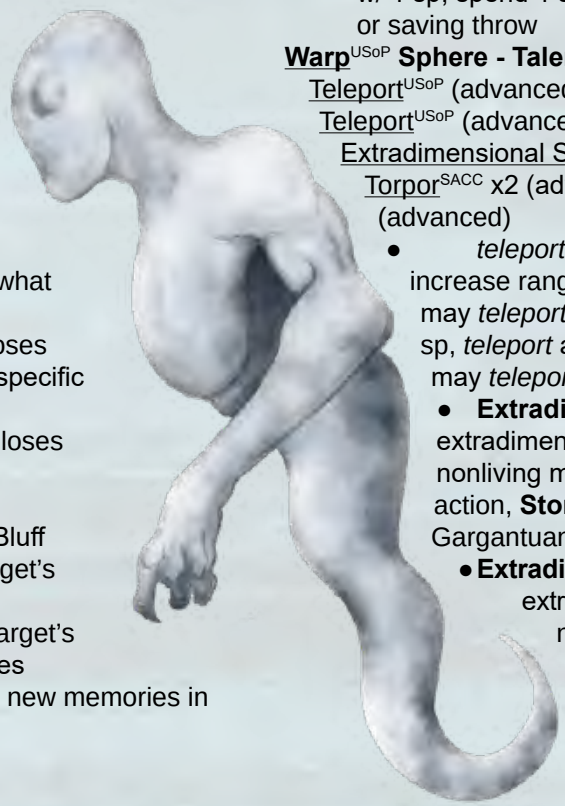
- *aegis*, touch, 1 sp, **DC** 24; lasts for 15 hours, **True Protection**; may designate specific target to be protected against, increasing caster level by 10.
  - **Resistance**; +4 resistance bonus on saving throws
  - **Unplottable**; target becomes undetectable to divination magic.

Time[USoP] **Sphere - Talents** (time) Eject[USoP], Timeline Bridge[USoP]; **Drawbacks** Altered Time[USoP] x2

- *alter time*, close range (60 ft.), **DC** 24; apply a (time) effect to the target,
  - **Eject (time)**; Target sent up to 15 rounds into the future (Will negates)
  - **Timeline Bridge (time)**; grant +7 insight bonus on Knowledge checks for concentration or 15 minutes w/ 1 sp, spend 1 sp to discharge and add +7 to AC or saving throw

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Time Warp[TJH] (advanced), True Teleport[USoP] (advanced), Unseeing Teleport[USoP]; (space) Extradimensional Storage[USoP] x2, Extradimensional Torpor[SACC] x2 (advanced), Store Structure[USoP] (advanced)

- *teleport*, touch, close range (70 ft.); 1 sp, increase range to long (1,000 ft.), **Time Warp**; may *teleport* through time, **True Teleport**; 2 sp, *teleport* any range, **Unseeing Teleport** may *teleport* to locations you cannot perceive
- **Extradimensional Storage**; extradimensional space stores 375 lbs. of nonliving material, may withdraw as move action, **Store Structure**; may store up to Gargantuan object.
- **Extradimensional Torpor**; extradimensional space may store any number of creatures, spend 1 sp to put creature into space in state of torpor (bonus or penalty to save based on hit points), **DC** 24



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SKILL

Skill Leverage 6; **Plans** 1
OAM Cha
Infiltration[SoG] **Sphere – Skill** Stealth 15 ranks; Talents Case The Joint[SoG], Shadower[SoG]; **Drawbacks** Ghost[SoG]
- *light step* (approach), reduce Stealth penalties by 15
- *startle*, outwit creature by revealing presence
- **Case The Joint (plan)**; reveal plan that you had explored area before, gain item or information
- **Shadower (approach)**; move on target creature's turn up to twice your speed, no penalty to Stealth

STATISTICS

Str —, **Dex** 26, **Con** 20, **Int** 21, **Wis** 23, **Cha** 25
Base Atk +7; **CMB** +14; **CMD** 31
Feats Ability Focus (inscrutable distortion), Insidious Magic[CSSP], Minor Charm Specialist[Wrd], Never Really There[DBH], Persistent Spell[APG], Quicken Spell, Stasis Storage[USoP], Time-Crossed Plots[LotS]
Skills Bluff +25, Diplomacy +25, Disguise +25, Escape Artist +25, Intimidate +22, Knowledge (arcana) +20, Knowledge (local) +23, Knowledge (history) +23, Perception +24, Sense Motive +24, Spellcraft +23, Stealth +30
Languages Common, Sylvan (cannot speak any language); telepathy 100 ft.

SPECIAL ABILITIES

Inscrutable Distortion (Su) A continuum shade's fading touch and magic sphere abilities are not immediately identifiable as the attacks of a creature. A target and any creature which observes the attack or effect (including those identifying it through Spellcraft) must succeed at a DC 26 Will save to recognize the attack as coming from the continuum shade, instead attributing the damage or effect to some cosmic law or fundamental property of time. Against creatures which fail their Will saving throws, a continuum shade does not break Stealth as a result of attacking with its fading touch. The save DC is Charisma-based.
Natural Invisibility (Su) This ability is constantly in effect, even when the continuum shade is attacking, and is not subject to invisibility purge. Against foes that are unable to see invisible creatures, it gains an additional +20 bonus on Stealth checks when moving, or +40 when stationary. To observers on the Astral Plane or the Ethereal Plane, a continuum shade gains concealment (20% miss chance) rather than invisibility.
Timewalker's Bane (Su) Creatures who have traveled through time in a significant way (as explained in the Divine Time Traveler[APC] alternate divination) take a –2 penalty to saving throws against a continuum shade's abilities.

Narratives of metaphysical consequences and the immutability of past events can be eroded when a culture learns of time travel's reality. Even the idea of a multiverse with countless parallel versions of each creature and world is a precarious notion which wildly complicates moral questions and story implications. In order to hide such cosmic perspectives from mortals, the faceless and invisible fey known as continuum shades pursue time travelers to torment them with delusions that their meddling has somehow broken reality and must be set right. Gaslighting such travelers into believing they cause a cataclysmic future, that they are destined to repeat history, or that they risk fading from existence are all common deceptions of the shades.

Defabled CR 17/MR 7

XP 102,400
CE Large outsider (extraplanar)
Init +17M; **Senses** darkvision 60 ft., low-light vision; Perception +29
Aura tapestry of lost wonders 60 ft.

DEFENSE

AC 33, touch 15, flat-footed 27 (+6 Dex, +18 natural, –1 size)
hp 326 (19d10+222); regeneration 10 (aligned spells, aligned weapons)
Fort +14, Ref +17, Will +18
DR 15/chaotic, evil, good, or lawful; **Immune** illusions, mind-affecting effects, polymorph, sonic; **SR** 32

OFFENSE

Speed 40 ft., fly 90 ft. (perfect)
Melee 8 claws +26 (1d8+8 plus grab)
Special Attacks fast swallow, mythic power[MA] (9/day, surge +1d10), swallow whole (8d8+12 plus forlorn immersion)

MAGIC

Caster Level 19; **MSB** +19, **MSD** 30, Concentration +27
Tradition Forgotten Taleweaver (Consciousness Linked[USoP], Incompatible Energies[CSSP], Skilled Casting[USoP] (Perform (act)), Somatic Casting[USoP] x2, Verbal Casting[USoP], Alien Source[CSSP] (Mind), Virtuoso[USoP]); **CAM** Cha
Spell Points 33
Mind[USoP] **Sphere - Talents** Expanded Charm[USoP], Mass Charm[USoP], Powerful Charm[USoP], Ranged Mind[USoP] (charm) Cerebral Strike[USoP], Confusion[USoP], Deadly Vision[USoP] (advanced), Flabbergast[LotS], Insanity[USoP] (advanced), Project Thoughts[USoP] (advanced), Vision[USoP], Wrack[USoP] (cloud) Lure[USoP], Zeitgeist[USoP] (advanced)
- *charm*, medium range (290 ft.), **DC** 27, place a (charm) on a target; a lesser charm may only target each creature 1/day, **Expanded Charm**; use *charm* on any type of creature, **Mass Charm**; 1 sp, affect up to 9 additional targets, **Powerful Charm**; use *powerful charm* effects
  - **Cerebral Strike (charm)**
    - *lesser charm*, save or take 9d8 nonlethal damage
    - *greater charm*, 1 sp, save or take 9d8 nonlethal

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damage and 1d4+3 Intelligence, Wisdom, or Charisma damage
- ■ *powerful charm*, 2 sp, save or take 9d8 nonlethal damage and 1d8+3 Intelligence, Wisdom, or Charisma damage

○ **Confusion (charm)**
- ■ *lesser charm*, confused for 1 round
- ■ *greater charm*, 1 sp, confused for 18 minutes
- ■ *powerful charm*, 2 sp, confused for 18 minutes, –2 penalty to caster level and –4 to mental ability scores
- ■ *Insanity*; spend 1 sp to make effect instantaneous

○ **Flabbergast (charm)**
- ■ *lesser charm*, target becomes uncertain for 19 minutes
- ■ *greater charm*, 1 sp, target becomes shocked for 19 minutes or uncertain on successful save
- ■ *powerful charm*, 2 sp, target becomes dumbfounded for 190 minutes or uncertain on successful save

○ **Project Thoughts (charm)**
- ■ *lesser charm*, 25 word telepathic message
- ■ *greater charm*, 1 sp, unlimited telepathic message, may concentrate to continue
- ■ *powerful charm*, 2 sp, unlimited telepathic message, may concentrate to continue, target may respond

○ **Suggestion (charm)**
- ■ *lesser charm*, plant very simple request
- ■ *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
- ■ *powerful charm*, 2 sp, plant request that target obeys if not fatal/against nature, basic request at –2 save penalty or very simple request at –4 save penalty

○ **Vision (charm)**
- ■ *lesser charm*, alter perception of a single sense in relation to single entity
- ■ *greater charm*, 1 sp, alter perception of all 5 senses in relation to single entity
- ■ *powerful charm*, 2 sp, alter perception of everything around target
- ■ *Deadly Vision*; spend 2 sp to force believing target to succeed at Fortitude save or die from fear.

○ **Wrack (charm)**
- ■ *lesser charm*, target becomes sickened for 19 rounds
- ■ *greater charm*, 1 sp, target becomes nauseated for 19 rounds, sickened on successful save
- ■ *powerful charm*, 2 sp, as greater charm, save that target is stunned for 1 round on failed save

● *cloud*, create 105-ft. radius or 10-ft. wide and 200-ft. long cloud, affecting creatures, **DC** 26

○ **Lure (cloud)**
- ■ lesser cloud, invites or repel creatures of up to 9 HD within 65 ft. for 19 minutes
- ■ greater cloud, 1 sp, invites or repel creatures of up to 19 HD within 290 ft. for 19 hours
- ■ powerful cloud, 2 sp, invites or repel creatures of up to 38 HD within 19 miles for 19 days

○ **Zeitgeist (cloud)**; apply *charm* to community based on sp spent, creatures with 3 or fewer Hit Dice are affected, those with 4 or more gain +4 bonus on saves

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Mass Teleport[USoP], Planeshift[USoP] (advanced), True Teleport[USoP] (advanced), Universal Teleport[USoP] (advanced), Unseeing Teleport[USoP], (space) Teleport Beacon[USoP]; **Drawbacks** Personal Warp[USoP]

● *teleport*, self, move target up to close range (65 ft.); 1 sp, increase range to long (1,160 ft.), **True Teleport**; 2 sp, *teleport* any range, **Universal Teleport**; may *teleport* to other worlds, **Unseeing Teleport**; may *teleport* to locations you cannot perceive

● **Planeshift**; travel to alternate plane of existence, 2 sp

● **Teleport Beacon**; touch object, location, or creature to teleport to it or teleport it to you at a later point within 19 hours by spending 1 sp, 1 sp

COMBAT

Martial Tradition Entrapper (Wrestling x4), PAM Cha Wrestling[SoM] Sphere - Talents Greater Grapple[SoM], Inescapable Grasp[SoM], Many-Limbed Horror[SBA], Stubborn Serpent's Coils[BTH], Twin Tie-Up[SoM]

● **Greater Grapple**; while maintaining martial focus, may maintain grapple as move action

● **Inescapable Grasp**; immediate action to suppress escaping magic from grappled creature, make attack of opportunity against them, suppress *freedom of*

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movement effects on grappled creatures, **Stubborn Serpent's Coils**; attempt to resist target being teleported away from you
- *snag* (swift action, melee touch attack +28, batter target until end of turn or while grappled)
- **Twin Tie-Up**; spend martial focus to grapple four creatures, maintaining grapples simultaneously, take –2 penalty on grapple checks, targets gain +2 bonus on escape, –1/+1 for every grappled creature beyond the second

SKILL

Skill Leverage 7
OAM Cha
Artifice[SoG] **Sphere - Packages** artwork; **Talents** Flawless Flourish[SoG] (exceptional), True Artist[SoG], Vivid Creativity[SoG] (exceptional); (flourish) Evocative Visuals[SoG], Influential Artistry[SoG], Perfect Portrayal[SoG] (exceptional), Prison Of Depiction[SoG] (exceptional), Underlying Connotations[SoG]; **Drawbacks** Careful Engineer[SoG]
- *Trinket*; spend 1 minute to create an item using successful Artistry or Craft check, may apply up to two (flourish) talents, **DC** 27, **Artwork Package**; increase DC by 5 to have item grant +2 circumstance bonus on Charisma checks and skill checks vs. specific faction or culture, **Vivid Creativity**; may spend skill leverage to cause targets to immediately be affected by *flourish* for 1 round, may outwit to extend to 1 minute
  - **Evocative Visuals (flourish)**
    - *Articulating*: apply (lyric) to artwork.
    - *Distressing*: choose specific creature. When observers are exposed to specific creature, they must succeed at Will save or become your choice of shaken/livid/sickened (or frightened/enraged/nauseated if they have 18 or fewer HD)
  - **Influential Artistry (flourish)**
    - *Dramatic*: affected by impressive display (DC 38), may expend impressed to outwit as immediate action, preventing use of approaches for 8 hours.
    - *Review*: observers must save or have opinion towards creature/organization changed by 1 step, give them a minor motivation for 1 week, creatures of 15 HD or fewer have no saving throw, spend 1 skill leverage to have it spread memetically for 1 day.
  - **Perfect Portrayal (flourish)**; may project consciousness into replicas of yourself or suffer negative level to bind your soul to artwork, lasting beyond death
  - **Prison Of Depiction (flourish)**; may increase Craft DC by 10 and spend 2 skill leverage to create art that permanently traps 1 target + 1 for every 10 by which you beat the Craft DC.
  - **Underlying Connotations (flourish)**
    - *Underlying Connotation*: target must save or become shocked for 24 hours.
    - *Thought-Provoking*: +4 competence bonus on certain Linguistic and Sense Motive checks, +2 competence bonus on saves against illusions, visual effects, and disorientation.

Performance[SoG] **Sphere - Packages** act, lyric; **Talents** All The World's A Stage[SoG] (exceptional), Expanded Repertoire[SoG], Flowing Theatrics[SoG], Limitless Words[SoG] (exceptional), Performance Mastery[SoG]; (act) A Gilded Tower[SoG], The Bonds Forged In War[SoG], Soliloquy Of Rusted Masks[SoG] (exceptional); (lyric) Dispiriting Lament[SoG], Dissonant Clamor[SoG]
- **Act**; May adopt [approach] related to act as a swift action, targets within 290 ft. are affected and allies may contribute for 1 minute, **Flowing Theatrics**; (act) [approach] does not count towards limit of approaches you can take, **Performance Mastery**; may integrate scene from another (act), reduce action cost of one scene or finale by 1 step
  - **A Gilded Tower (act)**
    - *Eye-Catching* (approach): single ally can create diversion as move action, gains +5 morale bonus on Bluff and Perform
    - *All Eyes on You* (scene, standard action): Whenever the chosen creature creates a diversion and they are the chosen diversion, any affected observers become oblivious. Chosen creature can spend an immediate action to keep observer oblivious
    - *Glimmer of Doubt* (scene, move action): All creatures that are distracted (or oblivious) by the chosen creature become uncertain for the rest of the act's duration.
    - *Sudden Reveal* (finale, immediate action): All creatures that are distracted (or oblivious) by the chosen creature become shocked for 1 round, and must succeed at a Will saving throw or become either enraged toward or frightened for 8 rounds. Creatures that are currently oblivious to all but the chosen creature suffer a –2 penalty to this saving throw.
  - **The Bonds Forged in War (act)**
    - *Relentless* (approach): Allies in the area can postpone the start of any unwanted emotion effects for 4 rounds.
    - *Forged in Blood* (scene, standard action): Whenever an enemy successfully damages an ally in the area, all other allies within the area gain a +1 morale bonus on attack and damage rolls against the attacker to max of +8.
    - *Fight for Your Life* (scene, move action): All allies in the area gain 19 temp hp, replenished for an ally whenever they confirm a critical hit.
    - *Stand Together* (finale, standard action): For 1 minute, allies in the area gain DR/7 that cannot be overcome and they do not immediately fall unconscious when they are reduced to 0 hit points or below.

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- **Soliloquy Of Rusted Masks (act)**
  - *Broken Walls* (approach): Allies within the act's area suffer a –4 penalty to saving throws against emotion effects, but gain 17 temp hp.
  - *Breaking Point* (scene, 1 immediate action): Creature activating this scene grants the chosen ally +8 morale bonus on the saving throw. If the ally still fails the saving throw, this scene is not yet completed but can be performed again.
  - *Catharsis* (scene, 1 swift action): Whenever an ally succeeds a saving throw against an emotion effect, temp hp granted by this act's approach are replenished or ally gains a +4 morale bonus on saving throws against emotion effects for 1 round. If an ally fails a saving throw against an emotion effect, they can choose to become staggered for 1 round to replenish their temp hp.
  - *Realiation* (finale, 1 standard action): All enemies within the act's area gain vulnerability to all damage types for 1 round; Will save reduces this to just one damage type. All allies within the act's area gain immunity to mind-affecting effects for 8 rounds.
- **Lyric**; target creature within 1,160 ft. is affected by *lyric* for 1 minute, **DC** 27, may expend as two swift actions or standard action, **Flowing Theatrics**; may use lyric as swift action, lasts 1 round and cannot be expended
  - **Dispiriting Lament**; –6 penalty to ability and skill checks, expend to force target to roll twice and take lower result.
  - **Dissonant Clamor**; target becomes livid, provokes attacks of opportunity for failing to cast defensively, expend to force DC 37 concentration check)

STATISTICS

Str 26, **Dex** 23, **Con** 27, **Int** 23, **Wis** 24, **Cha** 26
Base Atk +19; **CMB** +28 (+32 grapple); **CMD** 44
Feats Dreamspace[USoP], Extra Mythic Power[M], Grandiose Charms[LotS], Grappling Caster[BTH], Improved Initiative[M], Incarnate Magic[TCH], Mental Aura[DBH], Oneiric Assault[TAH], [M], Otherworldly Mind[USoP], Persistent Spell[APG], Quicken Spell, Tug The Heartstrings[SoG]
Skills Bluff +30, Craft (any one) +28, Disguise +30, Intimidate +30, Knowledge (arcana) +28, Knowledge (local) +28, Knowledge (planes) +28, Perception +29, Sense Motive +29, Perform (act) +30, Perform (oratory or sing) +30, Spellcraft +28, Stealth +21, Use Magic Device +27
Languages telepathy 300 ft.
SQ curator of dreams lost
Curator of Dreams Lost (Su) A defabled gains Dreamspace[USoP] as a bonus feat and is considered to have the dreamwalker path power of a 19th-level hedgewitch[USoP]. In addition, the defabled gains the benefits of the Imagery path secret as well as the dream travel and subjective time grand secrets. As a swift action, the defabled may eject any number of creatures in its dreamscape into adjacent spaces.
Forlorn Immersion (Su) When a creature is swallowed whole by the defabled, they are sent into the defabled's dreamscape for 2d4 rounds rather than inside its body. While in the dreamscape, the swallowed creature becomes embroiled in a vast and indiscernible story that gradually overtakes their reality, taking 1d4 points of Wisdom and Charisma damage each round (DC 27 Will save negates). The save DC is Charisma-based.

As part of beginning an act or contributing to an act's scenes, the defabled may spend a point of mythic power to create a replica of any conscious creature within its dreamscape. This replica has the statistics of the original creature, acts on the defabled's turn, and lasts as long as the defabled has at least one act active or the original creature remains in the defabled's dreamscape. The replica must take at least one action to contribute to an act's scenes or finale each turn if able. Any damage dealt to these replicas is dealt to the corresponding creature in the defabled's dreamscape.
Regeneration A defabled's regeneration is bypassed by any chaos-, evil-, good-, or lawful-aligned weapons or spells.
Swarm Physiology (Su) A defabled has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a defabled to 0 hit points causes it to discorporate (see below)—a defabled at 0 hit points is staggered, and one at negative hit points is dying. Defabled are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by the defabled itself, which treat the defabled as one single creature if it so chooses. A defabled takes half again as much damage (+50%) from damaging area effects, such as *fireball* and splash weapons. Defabled are susceptible to high winds—treat the defabled as a Fine creature for the purposes of determining wind effects.
Tapestry of Lost Wonders (Su) The defabled's essence contains countless lost stories which pour through its mutable form. Each creature that starts their turn within 60 feet of the defabled or who attempts to observe it through a divination effect (such as Viewing from the Divination[USoP] sphere or a *scrying* spell) is affected by an artwork with a random charm or flourish talent the defabled possesses (roll on **Table 6.1: Tapestry of Lost Wonders** to determine which one). The defabled's body is considered to be the source of the artwork, and the artwork affects targets within range upon observation (as the Vivid Creativity Exceptional Talent).

Replicas created through the defabled's forlorn immersion ability are immune to the tapestry of lost wonders.

A creature which successfully saves against a defabled's tapestry of lost wonders is immune to its effects for 1 minute.

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Table 6.1: Tapestry of Lost Wonders

D12 Result	Effect
1	Dramatic (flourish) from Influential Artistry[SoG]
2	Thought-Provoking (flourish) from Underlying Connotations[SoG]
3	Review (flourish) from Influential Artistry[SoG], referencing the defabled and treating the effect as if the defabled had spent skill leverage
4	Vision[USoP] *powerful charm* with sensory experience referencing the defabled's original culture
5	Flabbergast[LotS] *powerful charm*
6	Wrack[USoP] *powerful charm*
7	Confusion[USoP] *powerful charm*
8	Distressing (flourish) from Evocative Visuals[SoG], with the defabled as chosen creature (shaken or frightened)
9	Distressing (flourish) from Evocative Visuals[SoG], with the defabled as chosen creature (livid or enraged)
10	Articulating (flourish) from Evocative Visuals[SoG], choosing Dispiriting Lament
11	Confusion[USoP] powerful charm enhanced with Insanity[USoP] talent
12	Vision[USoP] powerful charm enhanced with Deadly Vision[USoP] talent

The elaborate decorated form of a defabled reveals the creature's immense crafting skill, having made itself an eternal canvas. Conversely, the language of shapes, colors, and styles adorning the creature's was lost in ages past, appearing as uncannily overstimulating to beings of today. Each defabled matches the aesthetic of a different forgotten culture, but all retain a collection of grasping limbs for ensnaring hapless passerby.

Duergar Tyrant

Duergar tyrants are defined by their class levels—they do not have racial Hit Dice. A duergar tyrant's Challenge Rating is equal to her class level. Duergar tyrants have all of the racial traits of duergar[UP] characters except for psi-like abilities in addition to the following.

+2 Strength, +4 Constitution, +2 Wisdom: Duergar tyrants are strong, hardy, and willful. These ability score modifiers replace the standard duergar ability score modifiers.

Hardy (Ex): This bonus increases by 2 and applies against psionic powers and psi-like abilities

Power Resistance: A duergar tyrant has power resistance equal to 11 + her character level.

Psi-like Abilities: Duergar tyrants gain the following psi-like abilities usable at-will: *cloud mind*[UP], *false sensory input*[UP], *hostile empathic transfer*[UP], and *sustenance*[UP]. In addition, duergar tyrants gain *metamorphosis*[UP] as a constant psi-like ability. The manifester level for these effects is equal to the duergar tyrant's level +2 (minimum 5th) after applying Psionic Mastery. The DC for these powers is Charisma-based.

Psionic Mastery (Su): The duergar tyrant's manifester level for all psionic powers increases by 2.

Sample Duergar Tyrant

None know how the duergar tyrant known as Halbedar acquired his incredible psychometabolic abilities, but Halbedar himself has never particularly cared. For over a century, this self-titled Frontier Baron has wandered Vandara in search of new challenges to overcome and more abilities to master. In recent decades, Halbedar has begun transitioning his prospecting and surveying ventures into a bizarre aristocracy in the badlands of Ferowark, seeking to test his skills at statecraft.

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Frontier Baron Habeldar CR 8

XP 4,800
Duergar tyrant *ranger* (*fortune finder*[BotB]) 8
CE Medium humanoid (dwarf, psionic)
Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21 touch 11, flat-footed 20 (+10 armor, +1 Dex)
hp 80 (8d10+32)
Fort +9, **Ref** +7, **Will** +4; +6 vs. poison, disease, spells, and powers
Defensive Abilities evasion, hardy, psionic resilience; **PR** 19
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee 2 claws +15 (2d6+7)
Ranged spit poison +10 touch (3d6+1 acid and 1 con damage, DC 17 Fortitude save negates)
Special Attacks adaptable study, favored enemy (aberrations +2, humanoids (dwarf) +4)
Psi-Like Abilities (ML 10th; concentration +15)
Constant—*metamorphosis*[UP] (currently +4 Strength, +4 Dexterity, 2 claw attacks, and spit poison)
At-Will—*cloud mind*[UP]* (DC 17), *false sensory input*[UP] (DC 15, 3 targets), *hostile empathic transfer*[UP]* (DC 17), *sustenance*[UP]
Spells Prepared (CL 5th; concentration +7)
2nd—*eagle eye*[APG], *web shelter*[UM]
1st—*resist energy*, *heightened awareness*[ACG]

STATISTICS

Str 22, **Dex** 12, **Con** 16, **Int** 10, **Wis** 14, **Cha** 14
Base Atk +8; **CMB** +12; **CMD** 21

Feats Diehard, Eldritch Claws[APG], Endurance, Heavy Armor Proficiency, Improved Natural Attack (claws), Power Attack, Steel Soul[APG], Wild Talent[UP]
Skills Climb +16, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (nature) +11, Perception +13, Survival +13, Swim +5
Languages Common, Dwarven, Undercommon
SQ combat style (natural weapons), favored terrain (mountains +4, plains +2), hinterlander +4, psionic aptitude, swift tracker, trailblazer, wild empathy +10
Combat Gear *amulet of mighty fists +1*, *campfire bead*[UE], *+1 full plate armor*

Excruciator CR 17/MR 7

XP 102,400
LE Large construct
Init +22/+2[M], *dual initiative*[MA]; **Senses** darkvision 60 ft., low-light vision; Perception +25
Aura agony initiation (60 ft., DC 25)

DEFENSE

AC 36, touch 23, flat-footed 27 (+5 deflection, +9 Dex, +13 natural, –1 size)
hp 300 (20d10+180)
Fort +6, **Ref** +17, **Will** +11
Defensive Abilities negative energy affinity, outside time, soul shield; **DR** 15/adamantine and epic; **Immune** construct traits

OFFENSE

Speed 150 ft., fly 100 ft. (perfect)
Melee 4 claws +31 (2d6+8/15–20/x3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks absurd reactions, agony initiation, instant action, monofilament claws, mythic power[MA] (7/day, surge +1d10), sneak attack +7d6

MAGIC

Caster Level 20; **MSB** +20, **MSD** 31, Concentration +25
Tradition Temporal Predator (Vampiric Casting[CrD], Witchmarked[USoP]); **CAM** Cha
Spell Points 31
Death[USoP] **Sphere - Talents** Astral Projection[USoP] (advanced), Astral Travel[USoP] (advanced), Cryptic Strike[USoP], Project Spirit[USoP] (advanced), Temporal Projection[APC] (advanced); (ghost strike) Curse[USoP]; **Drawbacks** Necromantic Limit[USoP] (Ghost Strike)

- **Cryptic Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with ghost strike.
- *ghost strike*, close range (70 ft.), **DC** 25, apply the effect of one (ghost strike)
  - **Curse (ghost strike)**; 2 sp affected by permanent curse
  - **Exhausting Strike (ghost strike)**; fatigued for 20 rounds or (1 sp) exhausted for 20 minutes (Fort save reduces to fatigued for 1 round)
- **Project Spirit**; 1 sp, allow spirit to exit body in ethereal form for up to 20 rounds, **Astral Projection**; may spend 1 additional sp to project spirit into astral plane for indefinite duration, **Astral Travel**; may travel to other planes, **Temporal Projection**; may travel to other points in time or different timelines

Time[USoP] **Sphere - Talents** Improved Haste[USoP], Temporal Haste[USoP] (advanced), Time Strike[USoP], Witness Across Time[APC] (advanced) (time), After Image[USoP], Age[USoP], Time Clone[USoP] (advanced) **Drawbacks** Altered Time[USoP] (Slow)

- *alter time*, touch, **DC** 25; apply a (time) effect to the target
  - **After Image (time)**; target gains 50% miss chance, concentration or 20 minutes w/ 1 sp
  - **Age (time)**; target's age category changes up to 5 categories (Fort negates), 1 sp, may also restore, spoil, or weather objects (Will negates), 1 sp
  - **Haste (time)**; target gains +2 dodge bonus to AC and on Reflex saves, +50 ft. movement speed, either extra attack during full attack or 5 additional attacks of opportunity, concentration or 20 rounds w/ 1 sp, **Temporal Haste**; 1 sp, target affected by haste may take 1 additional move or swift action each turn.

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- **Time Clone**; +28 touch, create clone of target which lasts for 10 turns, vanishes if it fails a save or it takes damage, **DC** 25 Will negates, sp equal to half target HD

- **Time Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with *alter time*.
- **Witness Across Time**; may receive information across different timelines or points in time.

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Pouncing Teleport[USoP], Segmented Warp[USoP], True Teleport[USoP] (advanced), Universal Teleport[USoP] (advanced), Unseeing Teleport[USoP], Warping Frenzy[APC] (advanced); (space) Extradimensional Storage[USoP] x2, Extradimensional Torpor[SACC] x2 (advanced)

- *teleport*, touch, close range (70 ft.); 1 sp, increase range to long (1,000 ft.), **Pouncing Teleport**; 1 sp or increase casting time by 1 step, attack after teleporting, may spend additional spell point to make attack action or full attack, **Segmented Warp**; may teleport, take action, and then teleport again, **Warping Frenzy**; when using Pouncing Teleport and Segmented Warp, may spend additional spell point to teleport after each attack, **True Teleport**; 2 sp, *teleport* any range, **Universal Teleport**; may *teleport* to other worlds, **Unseeing Teleport**; may *teleport* to locations you cannot perceive
- **Extradimensional Storage**; extradimensional space stores 375 lbs. of nonliving material, may withdraw as move action
- **Extradimensional Torpor**; extradimensional space may store any number of creatures, spend 1 sp to put creature into space in state of torpor (bonus or penalty to save based on hit points), DC 25

COMBAT

Martial Tradition Entrapper (Wrestling x4), **PAM** Cha **Wrestling**[SoM] **Sphere - Talents** Ghostbinding Grasp[EO3] (legendary), Greater Grapple[SoM], Inescapable Grasp[SoM], Magic Killing Grip[SoM] (legendary), Many-Limbed Horror[SBA], Stubborn Serpent's Coils[BTH], Twin Tie-Up[SoM] (slam)

- **Greater Grapple**; while maintaining martial focus, may maintain grapple as move action
- **Inescapable Grasp**; immediate action to suppress escaping magic from grappled creature, make attack of opportunity against them, suppress *freedom of movement* effects on grappled creatures, Ghostbinding Grasp; may grapple incorporeal creatures if you have martial focus, spend martial focus to make creature corporeal for duration of grapple plus 4 rounds, Stubborn Serpent's Coils; attempt to resist target being teleported away from you
- **Magic Killing Grip (slam)**; use grapple check in place of dispel check to end effect on target.
- *snag* (swift action, melee touch attack +28, batter target until end of turn or while grappled)
- **Twin Tie-Up**; spend martial focus to grapple four creatures, maintaining grapples simultaneously, take –2 penalty on grapple checks, targets gain +2 bonus on escape, –1/+1 for every grappled creature beyond the second

STATISTICS

Str 27, **Dex** 32, **Con** —, **Int** 19, **Wis** 20, **Cha** 21
Base Atk +20; **CMB** +29 (+33 grapple); **CMD** 54
Feats Combat Reflexes[M], Grappling Caster[BTH], Incarnate Magic[TCH], Improved Critical (claws), Improved Initiative[M], Improved Spell Combat[USoP], Power Attack[M], Quicken Spell, Spell Attack[USoP, M], Stasis Storage[USoP]
Skills Knowledge (history) +24, Knowledge (religion) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +25
Languages Necril, +3 others
Agony Initiation (Su) The excruciator earns its name from the exquisite pain inflicted on creatures it entraps within its Extradimensional Torpor. Such creatures remain completely conscious while in torpor and become conscious and stable when they enter torpor, although they may not take actions. Every round that a creature spends in torpor, it takes 2d4 points of

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Intelligence, Wisdom, and Charisma drain (DC 25 Will save for half).

As long as the excruciator has at least one creature in torpor, it transmits the countless agonies of its victims to all nearby creatures as a psychic contagion. Living creatures within 60 feet of the excruciator become staggered and take a –6 penalty to attack rolls, ability checks, and skill checks for as long as they remain within range and for 1 hour after unless they succeed at a DC 25 Will save. Any creatures in telepathic contact with affected creatures (such as through the collective class feature or any spell or ability that allows them to communicate telepathically) is affected by this ability as if they were in the area. A creature which successfully saves against this ability is immune to its effects for 1 minute. This is a pain effect.

The save DCs of this ability are Charisma-based.

Monofilament Claws (Ex) The excruciator's claws deal piercing and slashing damage, have a critical threat range of 18–20, and deal x3 damage on a critical hit. In addition, the excruciator's claws target a creature's touch AC and count as adamantine for the purpose of bypassing damage reduction and hardness.

Negative Energy Affinity (Su) An excruciator is healed by negative energy and harmed by positive energy as if it were a construct.

Soul Shield (Ex) As long as an excruciator is active, it gains bonus hit points equal to its Charisma modifier × its Hit Dice (80 hit points for a typical excruciator), and gains a deflection bonus equal to its Charisma modifier to its Armor Class (+4 for a typical excruciator).

The spiny metallic frame of these ancient constructs is covered with blood and viscera from far-off locales, a grim palimpsest of countless beings each excruciator has tortured in its goal to corrupt all mortal forces of belief. Four sets of wicked claws extend from overlong limbs as the machine perches precariously, making only minimal movements to strike as succinctly and lethally as possible.

Letztermensch CR 10

XP 6,400

NE Medium aberration (psionic)

Init +10; **Senses** darkvision 60 ft., *pierce the veils*[UP]; Perception +28

DEFENSE

AC 23, touch 17, flat-footed 20 (+6 armor, +4 deflection, +3 Dex)

hp 136 (13d8+78); fast healing 10

Fort +10, **Ref** +10, **Will** +12

Defensive Abilities evasion, power immunity, stalwart; Immune disease, poison

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee combined glaive/gravity rifle +15/+10 (1d10+14)

Ranged combined glaive/gravity rifle +14/+9 touch (2d6 force)

Special Attacks eternal dominion

Psi-Like Abilities (ML 13th; concentration +17)

Constant—*mental barrier*[UP], *pierce the veils*[UP]

At will—awestrike[APC] (DC 21, 70 ft.), *mind control*[UP]* (DC 21) (powers do not include the +1 DC bonus from Psionic Endowment[UP])

STATISTICS

Str 24, **Dex** 23, **Con** 22, **Int** 25, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +16; **CMD** 32

Feats Combat Reflexes, Deadly Aim, Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Psionic Endowment[UP]

Skills Acrobatics +20, Bluff +20, Escape Artist +20, Intimidate +20, Knowledge (arcana) +20, Knowledge (engineering) +23, Knowledge (dungeoneering) +20, Perception +20, Sense Motive +17, Stealth +20, Survival +20; **Racial Modifiers** +8 Perception

Languages Aklo, Draconic

SQ form astral suit (Brawn x3, Improved Damage, Flexible Suit, Stalwart, Evasion, Hardy x2, Nimble; 14 CP), no breath

SPECIAL ABILITIES

Eternal Dominion (Su) Creatures dominated by a letztermensch remain affected permanently, with the

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effects of the psi-like ability never expiring so long as the letztermensch and the target are both alive. Creatures are allowed saving throws as normal. A letztermensch can have a number of creatures dominated at once equal to their Intelligence modifier.

Form Astral Suit (Ps) Letztermenschen have the ability to form an astral suit as a 10th-level aegis[UP]. Typically, this takes the form of an Astral Armor suit. In addition, a letztermensch gains the Invigorating Suit class feature of an aegis.

Power Immunity (Ex) Letztermenschen are immune to all spells and powers, as if they possessed unlimited spell and power resistance. Their constant psi-like abilities ignore this immunity.

Archaic armor of ectoplasm seems to press against the creature within, as if the flexible suit was built to contain the creature as much as protect it. Two beady eyes poke out of a concealing mask as the being's limbs converge to undersized hands and feet. The proportions and frame of this ancient creature betray a biological artifice, albeit with no discernible intention.

Glimmering Child CR 11

XP 12,800

CE Medium outsider (extraplanar, incorporeal)

Init +10; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +18

Aura dreamlost 60 ft.

DEFENSE

AC 22, touch 22, flat-footed 15 (+5 deflection, +6 Dex, +1 dodge)

hp 133 (14d10+56)

Fort +9, **Ref** +15, **Will** +12

Defensive Abilities incorporeal; **Immune** blindness, illusion effects, mind-affecting effects, poison; **Resist** electricity 10, force 10, sonic 10

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +20 (4d8 force plus impressing touch)

Special Attacks aether globe (DC 22), ectoplasmic shift, impressing touch

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis*

3/day—*dream*, *etheric shards*[OA] (DC 19), *greater oneiric horror*[OA] (DC 20), *mirage arcana* (DC 21), *phantasmal killer* (DC 20), *phantasmal web* (DC 21), *scripted hallucination*[UI] (DC 21), *spell turning*

1/day—*greater possession*[OA] (DC 22), *nightmare* (DC 20), *subjective reality*[OO]

STATISTICS

Str —, **Dex** 22, **Con** 18, **Int** 12, **Wis** 13, **Cha** 21

Base Atk +14; **CMB** +20; **CMD** 35

Feats Ability Focus (dreamlost aura), Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Spell Focus (illusion)

Skills Intimidate +22, Knowledge (planes) +18, Perception +18, Perform (any one) +22, Spellcraft +18, Stealth +23, Use Magic Device +22

Languages telepathy 120 ft.

Aether Globe (Su) Once per minute as a standard action, a glimmering child may create a 10-foot sphere of swirling aether within 120 feet. A glimmering child may spend a move or standard action to move the aether globe 60 feet in any direction. Any creature which starts its turn within the aether globe or tries to move through the aether globe takes 8d8 force damage and is affected as the glimmering child's impressing touch ability (Reflex save for half damage and to negate the impressing touch effect). A glimmering child may only have one aether globe active at a time.

Dreamlost Aura (Su) A glimmering child can radiate a 60-foot-radius aura of hallucinogenic aether as a free action. Creatures within the affected area must succeed at a DC 24 Will save or take a –2 penalty to attack rolls, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks for as long as they remain in the aura and for 1d4 rounds thereafter. An affected creature's movement speed is halved for as long as they are affected. A creature that successfully saves cannot be affected again by the same glimmering child's aura for 24 hours. The save is Charisma-based.

Ectoplasmic Shift (Su) A glimmering child can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. As a swift action, the glimmering child can become corporeal for 1d4 rounds. It can return to its incorporeal form as a free action. Once its ectoplasmic form's duration ends, the glimmering child cannot assume that form again for 1d4 rounds. While in ectoplasmic form, the glimmering child loses the incorporeal ability (including its

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deflection bonus to AC) and gains a +8 natural armor bonus to AC, and a Strength score equal to its Dexterity score

The AC for a typical glimmering child in ectoplasmic form is 25.

Impressing Touch (Su) A creature damaged by a glimmering child's touch attack takes a –2 penalty to all Will saves for 1 minute. During this time, the glimmering child ignores any immunity to illusions or mind-affecting effects the target may possess.

A mane of glittering rainbow hair enshrouds the vacant eye sockets and gaping mouth of this iridescent horror, these locks drifting as if tossed by invisible current. The being's waifish body extends into overlong limbs and fingers, its rainbow skin sparkling like water under a midday sun. Though not physically frail, a glimmering child much prefers to use its illusions and ranged assaults in combat, tossing foes about and relishing in their ethereal confusion.

Naga

Naga, Berserker CR 8

XP 4,800
CE Huge aberration
Init +6; **Senses** darkvision 60 ft.; Perception +18
Aura frightful presence (60 ft., DC 18)

DEFENSE

AC 21, touch 8, flat-footed 19 (+2 Dex, +13 natural, –2 rage, –2 size)
hp 137 (11d8+88)
Fort +11 **Ref** +5, **Will** +11

OFFENSE

Speed 60 ft.
Melee bite +17 (3d6+16)
Space 15 ft.; Reach 15 ft.
Special Attacks arcane combatant, bloodrage (22 rounds/day)
Spells Known (CL 7th; concentration +12)
2nd (2/day)—*acid arrow* (DC 15), *burning gaze*[APG] (DC 15)
1st (2/day)—*burning hands* (DC 14), *mage armor*, *true strike*, *warding weapon*[UC]

TACTICS

When not raging, the berserker naga's statistics are AC 23, touch 10, flat-footed 21; hp 115; Melee bite +15 (3d6+13), Str 29, Con 23; CMB +19, CMD 31 (cannot be tripped); Climb +20

STATISTICS

Str 33, **Dex** 15, **Con** 27, **Int** 16, **Wis** 18, **Cha** 17
Base Atk +8; **CMB** +21; **CMD** 33 (cannot be tripped)
Feats Combat Reflexes, Eschew Materials, Furious Focus[APG], Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike
Skills Acrobatics +14, Climb +22, Intimidate +18, Knowledge (arcana) +15, Knowledge (history) +18, Perception +19, Survival +19
Languages Aklo, Celestial, Common, Draconic, Infernal
SQ change shape (*beast shape III*)

SPECIAL ABILITIES

Arcane Combatant (Ex) While bloodraging, a berserker naga may cast a bloodrager spell it knows as a free action whenever it confirms a critical hit. In addition, a berserker naga may cast any spell it knows as if it were affected by the still spell metamagic feat.
Bloodrage (Ex) A berserker naga can bloodrage as a 7th-level bloodrager[ACG] and may cast bloodrager spells while bloodraging. The berserker naga in the statblock presented above is raging.
Spells A berserker naga casts spells as a 7th-level bloodrager[ACG].

Scaled peoples who give themselves over to bloodlust and conquest reincarnate into forms which suit their battle frenzy: the swift and unrelenting coils of a berserker naga. Armed with tremendous jaws and imposing size, a berserker naga's magic burns brightest in the heat of conflict as the creature relishes in each successful blow.

Naga, Candide CR 7

XP 3,200
CN Large aberration (psionic, shapechanger)
Init +9; **Senses** darkvision 60 ft.; Perception +18
Aura disillusionment 20 ft.

DEFENSE

AC 20 touch 14, flat-footed 16 (+5 Dex, +6 natural, –1 size)
hp 76 (8d8+40)
Fort +7, **Ref** +7, **Will** +9; +4 vs. illusion and mind-affecting effects
Immune morale bonuses

OFFENSE

Speed 40 ft.
Melee bite +10 (2d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks psionic fist +1
Egoist Powers Known (ML 5th; power points; 32; DC 13 + power level; concentration +8)
Talents-*create sound*[UP], *detect psionics*[UP], *far hand*[UP]
1st-*control light*[UP], *corrosive aura*[UP], *hammer*[UP], *inertial armor*[UP], *thicken skin*[UP]
2nd-*concealing amorpha*[UP], *concussion blast*[UP], *detect hostile intent*[UP], *recall agony*[UP]
3rd-*dispel psionics*[UP], *expose weakness*[UP]

STATISTICS

Str 20, **Dex** 21, **Con** 20, **Int** 16, **Wis** 16, **Cha** 15
Base Atk +6; **CMB** +12; **CMD** 27 (cannot be tripped)
Feats Empower Power[UP], Improved Initiative, Psionic Meditation[UP], Psionic Fist[UP]

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Naga, Cannibale

Naga, Candide

Naga, Berserker

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Skills Autohypnosis[UP] +14, Knowledge (arcana) +14, Knowledge (history) +14, Perception +14, Sense Motive +14, Spellcraft +14, Use Magic Device +13
Languages Aklo, Common, Draconic
SQ adopted talent, change shape (*metamorphosis*[UP], ML 5th)

SPECIAL ABILITIES

Adopted Talent (Ex) Whenever the candide naga uses change shape to assume a new form, it gains maximum skill ranks in a single skill of its choice for the duration of its change. Any skill which becomes trained as a result of adopted talent is considered a class skill for the candide naga.
Aura of Disillusionment (Su) The candide naga and all creatures within 20 feet of them develop a keener perception of reality at the expense of their optimism. Creatures within the aura (including the candide naga) gain a +4 insight bonus on Perception checks and saving throws against illusion and mind-affecting effects. However, they cannot benefit from morale bonuses while affected by this ability. This is a mind-affecting effect.
Powers A candide naga manifests powers as a 5th-level *egoist*[UP].

In a land as mired in tradition and propaganda as Eigenel, the backlash against such ingrained assumptions can be stark and disconcerting. Born of psionic scaled peoples spurned for their unusual power, candide naga wrap themselves in sobering telepathic veils as their three keen eyes and adaptive form dissect the structures others may view as absolute.

Naga, Cannibale CR 12

XP 19,200
CE Huge aberration (psionic, shapechanger)
Init +7; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 26 touch 11, flat-footed 23 (+3 Dex, +15 natural, –2 size)
hp 168 (16d8+96)
Fort +11, **Ref** +8, **Will** +14

OFFENSE

Speed 40 ft.
Melee bite +19 (6d6+13 plus grab)
Space 15 ft.; Reach 15 ft.
Special Attacks devour being, fast swallow, psionic fist +2, swallow whole (3d6 bludgeoning and 3d6 acid plus 1d4 Cha drain, AC 17, 16 hp)
Egoist Powers Known (ML 10th; power points; 113; DC 15 + power level; concentration +15)
Talents-*create sound*[UP], *detect psionics*[UP], *missive*[UP]
1st-*corrosive aura*[UP], *demoralize*[UP], *mind thrust*[UP], *natural healing*[UP], *vigor*[UP]
2nd-*biofeedback*[UP], *chameleon*[UP], *control sound*[UP], *id insinuation*[UP]
3rd-*dispel psionics*[UP], *hustle*[UP], *physical acceleration*[UP], *psionic blast*[UP]
4th-*aura sight*[UP], *fold space*[UP], *hidden body*[UP], *slip the bonds*[UP]
5th-*adapt body*[UP], *pierce the veils*[UP], *psychic crush*[UP], *psychofeedback*[UP]

STATISTICS

Str 28, **Dex** 17, **Con** 22, **Int** 20, **Wis** 19, **Cha** 20
Base Atk +12; **CMB** +21 (+25 grapple); **CMD** 34 (cannot be tripped)
Feats Extend Power[UP], Greater Psionic Fist[UP], Improved Initiative, Overchannel[UP], Power Attack, Psionic Meditation[UP], Psionic Fist[UP], Quicken Power[UP]
Skills Acrobatics +22, Autohypnosis[UP] +23, Intimidate +24, Knowledge (arcana) +24, Knowledge (history) +24, Perception +23, Sense Motive +23, Spellcraft +24, Survival +23
Languages Aklo, Common, Draconic
SQ change shape (*major metamorphosis*[UP], ML 11th, see devour being)

SPECIAL ABILITIES

Devour Being (Ex) When a cannibale naga eats a dead creature or a creature dies or is reduced to 0 Charisma while swallowed by a cannibale naga, that creature cannot be resurrected by an ability short of a *miracle* or *wish* effect. A cannibale naga can use their change shape ability to assume the form of any creature that it has devoured in this way (to the parameters of their change shape ability).
Powers A cannibale naga manifests powers as a 10th-level *egoist*[UP].
Spacious Maw (Ex) A cannibale naga can swallow creatures of up to Gargantuan size with its swallow whole ability.

Unsatisfied with the gradual amassing of power and knowledge over countless lifetimes, cannibale naga accelerate their growth through the ravenous consumption of rivals it deems worthy. Their pliable bodies and immense psychometabolic powers serve as potent tools in this frantic escalation, with both assuming whatever traits are necessary to swallow the next prize.

Naga, Conciliator CR 8

XP 4,800
NG Large aberration (shapechanger)
Init +7; Senses darkvision 60 ft., *greater detect magic*[UI]; Perception +19
Aura ensorcelled presence 30 ft.

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)
hp 93 (11d8+44)
Fort +7, **Ref** +6, **Will** +12

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OFFENSE

Speed 40 ft.
Melee 2 bites +12 (2d6+5)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 9th; concentration +14)
Constant—*greater detect magic*[UI]
At-will—discern lies (DC 19)
Sorcerer Spells Known (CL 7th; concentration +12)
3rd (5/day)—*dispel magic*, *suggestion* (DC 19)
2nd (7/day)—*hidden presence*[UI] (DC 18), *status*, *zone of truth* (DC 18)
1st (8/day)—*charm person* (DC 17), *magic aura*, *silent image* (DC 16), *unbreakable heart*[ISWG], *unseen servant*
0 (at will)—*arcane mark*, *create water*, *daze*, *ghost sound*, *prestidigitation*, *purify food and drink*, *read magic*

STATISTICS

Str 21, **Dex** 17, **Con** 19, **Int** 18, **Wis** 20, **Cha** 21
Base Atk +8; **CMB** +14; **CMD** 27 (cannot be tripped)
Feats Combat Reflexes, Eschew Materials, Improved Initiative, Lingering Spell[APG], Persistent Spell[APG], Skill Focus (Diplomacy), Spell Focus (enchantment)
Skills Bluff +19, Diplomacy +25, Knowledge (arcana) +15, Knowledge (history) +18, Perception +19, Sense Motive +19, Spellcraft +18, Use Magic Device +19

Naga, Conciliator

Languages Draconic, Aklo, Celestial, Common, Infernal
SQ change shape (any humanoid or monstrous humanoid; *alter self* or *monstrous physique I*[UM]), keen spellsight, multiplicity, skilled negotiator

SPECIAL ABILITIES

Ensorcelled Presence (Su) A conciliator naga's magical abilities cause spells to become more persistent in its presence. All spells cast within 30 feet of a conciliator naga (including its own) are affected as per the Extend Spell feat.
Keen Spellsight (Su) Whenever a creature is within the effects of a conciliator naga's *greater detect magic*[UI], the conciliator naga immediately becomes aware of all spell effects currently affecting the creature.
Multiplicity (Su) While under the effects of change shape, the two-headed conciliator naga is capable of splitting into two separate creatures as per the *bilocation*[OA] spell. The two forms of the conciliator naga need not be identical or even similar (one, for example, could be a serpentfolk while the other is an elf).
Skilled Negotiator (Ex) A conciliator naga treats all Charisma-based skills as class skills.
Spells A conciliator naga casts spells as a 7th-level sorcerer.

The twin heads of a conciliator naga offer disparate perspectives on every situation, amplifying the diplomatic and analytical skills honed over repeated reincarnations. Though endowed with the strength and sorcery of their fellows, conciliator naga prefer to resolve matters bloodlessly and justly, weighing the needs and desires of all involved in thorough evaluation.

Naga, Contender CR 7

XP 3,200
CG Large aberration
Init +8; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, –1 size)
hp 68 (8d8+32)
Fort +6, **Ref** +6, **Will** +8
Defensive Abilities courageous resilience, ferocity

OFFENSE

Speed 40 ft., climb 30 ft., swim 20 ft.
Melee bite +11 (2d6+6)
Space 10 ft.; Reach 10 ft.
Special Attacks heroic blessing
Spell-Like Abilities (CL 5th; concentration +8)
Constant-detect good
Spells Known (CL 5th; concentration +8)
2nd (5/day)—*shield other*, *summon monster II*
1st (7/day)—*divine favor*, *moment of greatness*[UC], *protection from evil*, *true strike*
0 (at will)—*detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*

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Naga, Contender

Naga, Titan

Naga, Integral

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STATISTICS

Str 18, **Dex** 18, **Con** 19, **Int** 12, **Wis** 15, **Cha** 17
Base Atk +6; **CMB** +11; **CMD** 25 (cannot be tripped)
Feats Combat Casting, Eschew Materials, Furious Focus[APG], Improved Initiative, Power Attack
Skills Diplomacy +16, Escape Artist +17, Intimidate +16, Knowledge (arcana) +14, Knowledge (history) +14, Perception +15, Spellcraft +14
Languages Common, Draconic

SPECIAL ABILITIES

Courageous Resilience (Ex) Whenever a contender naga attempts a saving throw, they may roll twice and take the higher result. As an immediate action, a contender naga may grant an ally within 30 feet the benefits of this ability for 1 round.
Heroic Blessing (Su) Contender naga gain a +2 morale bonus on all attack rolls and skill checks they make. As a move action once per day, they may instead transfer this benefit to another creature within 60 feet for a duration of 1 minute. The naga may revoke and regain the bonus at any time as a free action.
Spellcasting A contender naga casts spells as a 5th-level sorcerer, although it is capable of learning any spells from the paladin spell list that lack the lawful descriptor and casting them as arcane spells.

Feats of individual heroism and daring recklessness can lead to a scaled person's body toughening through each reincarnation, eventually producing the formidable and tenacious contender naga. Having cultivated an irrepressible resolve and a hunger for justice, contender naga utilize their magical abilities to protect and embolden those who could not fend for themselves.

Naga, Integral CR 9

XP 6,400
LN Large aberration (psionic)
Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 13, flat-footed 20 (+4 Dex, +11 natural, –1 size)
hp 115 (11d8+66)
Fort +9, **Ref** +7, **Will** +12

OFFENSE

Speed 40 ft.
Melee bite +10 (2d6+6 plus binding jaws)
Space 10 ft.; **Reach** 5 ft.
Special Attacks binding jaws
Vitalist Powers Known (ML 7th; power points: 63; DC 15 + power level; concentration +12)
Talents-*detect psionics*[UP], *hinder*[UP]
1st-*biofeedback*[UP]
2nd-*animal affinity*[UP]
3rd-*expose weakness*[UP], *mend body*[UP]
4th-*empathic feedback*[UP], *psychic reformation*[UP]

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 21, **Cha** 19
Base Atk +8; **CMB** +13; **CMD** 27 (cannot be tripped)
Feats Combat Reflexes, Expanded Knowledge[UP], Improved Initiative, Overchannel[UP], Psionic Meditation[UP], Quicken Power[UP], Unwilling Participant[UP] (DC 20)
Skills Heal +19, Knowledge (history) +16, Knowledge (religion) +16, Perception +19, Sense Motive +19, Spellcraft +16
Languages Aklo, Common, Draconic, telepathy (within collective)
SQ collective (5), telepathy, unified spirit

SPECIAL ABILITIES

Binding Jaws (Su) When an integral naga hits a creature with its bite attack, it may use its Unwilling Participant[UP] feat to induct the creature into its collective as a free action.
Powers An integral naga manifests powers as a 7th-level vitalist[UP].
Unified Spirit (Su) An integral naga possesses the collective, telepathy, and spirit of many class feature of a 7th-level vitalist[UP] and treats all of its powers known as if they had the network descriptor,

The skin of this serpentine creature seems dilated to the point of bursting, as if the body struggles to contain the tremendous volume of thoughts coursing through. As generations of psionic potential build up within the integral naga's body, the reincarnated being adapts by connecting its mind to other creatures and sharing its raw psionic gifts with them. When no allies exist to foment such exchange, the integral can make psionic connections through their psionic bite.

Naga, Titan CR 10

XP 9,600
N Gargantuan aberration
Init +6; **Senses** darkvision 60 ft., echosight 40 ft.; Perception +25

DEFENSE

AC 28, touch 7, flat-footed 27 (+9 armor, +1 Dex, +12 natural, –4 size)
hp 202 (15d8+135)
Fort +14, **Ref** +7, **Will** +16

OFFENSE

Speed 60 ft., climb 40 ft., swim 40 ft.
Melee longsword +19/+14/+9 (4d6+12/19–20), bite +17 (4d6+12)
Space 20 ft.; **Reach** 20 ft.
Special Attacks titan's charge
Spell-Like Abilities (CL 9th; concentration +13)
Constant—echolocation, freedom of movement
Sorcerer Spells Known (CL 10th; concentration +13)
3rd (2/day)—*fly*, haste
2nd (2/day)—*blood armor*[ACG], *mirror image*, *resist energy*, *see invisibility*

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1st (3/day)—*bloodbath*[HA], *endure elements*, *mirror strike*[UC], *protection from evil*, *shield*

STATISTICS

Str 35, **Dex** 15, **Con** 28, **Int** 16, **Wis** 24, **Cha** 17
Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 39 (cannot be tripped)
Feats Combat Reflexes, Eschew Materials, Furious Focus[APG], Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Snatch, Vital Strike
Skills Intimidate +21, Knowledge (arcana) +18, Knowledge (history) +21, Perception +25, Sense Motive +25, Survival +25
Languages Draconic
SQ battlemaster

SPECIAL ABILITIES

Battlemaster (Ex) A titan naga is proficient with light, medium, and heavy armor, as well as all simple and martial weapons. Even though it lacks arms, the titan naga is capable of wielding a one-handed melee weapon of its size using its tail. A titan naga can make attacks of opportunity against creatures as small as Medium size.
Titan's Charge (Ex) While charging, a titan naga ignores difficult terrain and can make a single sunder attempt as a free action while charging to destroy an object in its way.
Spells A titan naga casts spells as a 10th-level bloodrager[ACG]. It may cast arcane spells in heavy armor without incurring the arcane spell failure chance.

After lifetimes of proving themselves on the front lines, the greatest soldiers among the scaled ones are reborn as the tremendous titan naga. Wielding their favored armament in their new tail and retaining centuries of military training, titan naga rely upon their innate magic to boost their physical prowess rather than supplant it.

Passages

The Fantasmics survive through stories and their perpetuation, guiding mortals to eternally repeat archetypal myths so as to fortify the great facsimiles. Mortals cannot always play every role, however, leading the Fantasmics to create a variety of powerful avatars known as Passages. Passages exist in various archetypal forms to ensure that myths take their proper course, guiding heroes on their prescribed paths and quashing those who would disrupt the structure of the narrative.

The Passage Subtype

Passages are native outsiders creating with energies from the shadow plane, created to emulate archetypal story roles. They have the following traits (unless otherwise noted in a creature's entry).

- Passages may be of any alignment.
- **Covert (Ex)**: Every passage appears to be a specific variety of creature (such as a predatory animal, a humanoid, or an angel) and gain a +10 bonus on Disguise checks to appear as a creature of that variety. In addition, passages do not detect as outsiders when targeted by effects that discern creature type (such as Divine Unnaturals from the Divination[USoP] sphere), instead appearing as a creature type of their choice. Passages automatically succeed at Perception checks attempted to pierce the disguises of other passages and recognize them as passages.
- **False Reality**: Passages gain the Illusion[USoP] and Mind[USoP] spheres as bonus spheres and use their racial Hit Dice as their caster levels for these spheres. However, they cannot select talents from the Alteration[USoP], Conjuration[USoP], Creation[USoP], Destruction[USoP], Fate[USoP], or Nature[USoP] spheres (this does not stop them from mimicking abilities of these spheres with abilities such as create reality).
- **Mastery of Tales (Ex)**: Passages are immune to illusion effects and mind-affecting effects and can perceive through any illusion as though under a constant True Perception[SoO] (sense) from the Divination[USoP] sphere.
- **Shadow Shaper**: Passages gain the shadowmark, shadowstuff, and create reality class features of a fey adept[USoP] whose level equals the passage's Hit Dice. A passage may choose to make a shadowmark permanent, although permanent shadowmarks do not deal damage and only apply penalties to saving throws against the abilities of passages. These shadowmarks can be removed by the *break enchantment* spell or similar effects. A passage may maintain a number of permanent shadowmarks up to their Charisma modifier.
- **Telepathy**: This telepathy is rarely used to communicate with mortals, but is employed liberally to communicate with other passages to coordinate their actions.

Passage, Beast CR 12

XP 19,200
NE Large outsider (native, passage)
Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 26, touch 15, flat-footed 20 (+6 Dex, +11 natural, –1 size)
hp 152 (16d10+64)
Fort +14, **Ref** +16, **Will** +9
DR 10/silver or cold iron; **Immune** illusions, mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

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Melee bite +22 (2d6+10 plus grab), 2 claws +22 (1d8+7)
Ranged shadowmark +21 touch (8d6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks create reality, jaws of terror, mark of the hunt, pounce, shadowstuff 11/day, shadowmark 8d6/–3

MAGIC

Caster Level 16; **MSB** +16, **MSD** 27, Concentration +19
Tradition Natural (none); **CAM** Cha
Spell Points 19
Illusion[USoP] **Sphere – Talents** Blur[USoP], Illusionary Labyrinth[USoP], Illusionary Terrain[USoP], Lingering Illusion[USoP], Selective Illusions[USoP], Suppression[USoP]; (sensory) Illusionary Sound[USoP]

- *figment*, close range (65 ft.); 1 sp, create illusions with sound and vision up to a Colossal+-sized cube (45 ft.) for concentration, **DC** 21 Will save to disbelieve, **Blur**; creatures who fail to disbelieve have 50% miss chance from concealment for attacking through figment, **Illusionary Terrain**; creatures who fail to disbelieve treat figment area as difficult terrain, **Lingering Illusion**; increase duration to 16 minutes, 1 sp, Selective Illusion; designate targets to be immune to illusion, 1 sp
- *glamer*, close range (65 ft.); create an illusion attached to a creature
  - **Blur**; attacks made against target have 50% miss chance
  - **Illusionary Disguise**; create an illusion as though using a disguise kit
  - **Suppression (glamer)**; (sight, sound) may hide while observed, +16 circumstance bonus on Stealth when observed

- *trick*, close range (65 ft.); standard action, simple illusions - persist 16 minutes or until dismissed, **DC** 21 Will save to disbelieve
  - **Blur**; create cube of distortion, incurring 50% miss chance from concealment
  - **Illusionary Terrain**; create illusory cube of difficult terrain

Mind[USoP] **Sphere – Talents** Charming Strike[USoP], Expanded Charm[USoP], Mass Charm[USoP], Subtlety[USoP]; (charm) Fear[USoP], Paralyze[USoP]

- *charm*, close range (65 ft.), **DC** 21, place a (charm) on a target; a *lesser charm* may only target each creature 1/day, **Expanded Charm**; use *charm* on any type of creature, **Mass Charm**; 1 sp, affect up to 8 additional targets, **Subtlety**; target must succeed at second Will save to realize they were targeted by *charm*
  - **Fear (charm)**
    - *lesser charm*, shaken for 16 rounds
    - *greater charm*, 1 sp, frightened for 16 rounds, shaken for 16 rounds on successful save
  - **Paralyze (charm)**
    - *lesser charm*, dazed for 1 round
    - *greater charm*, 1 sp, stunned for 8 rounds, new saving throw each round as full-round action
  - **Suggestion (charm)**
    - *lesser charm*, plant very simple request
    - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
- **Charming Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with *charm*.

STATISTICS

Str 25, **Dex** 22, **Con** 19, **Int** 5, **Wis** 18, **Cha** 16
Base Atk +16; **CMB** +24; **CMD** 38
Feats Combat Reflexes, Cornugon Smash[CEoD], Extra Magic Talent[USoP] x3, Furious Focus[APG], Power Attack, Skill Focus (Stealth)
Skills Acrobatics +22, Disguise +22 (+32 to appear as predatory animal), Intimidate +22, Perception +23, Survival +20, Stealth +27
Languages Sylvan (cannot speak); telepathy 100 ft.
SQ covert (some form of predatory animal), form of legend

SPECIAL ABILITIES

Form of Legend (Su) A beast does not need to spend spell points when applying glamers to itself. This includes glamers affected by the create reality ability.
Jaws of Terror (Su) A beast adds 1.5 times its Strength modifier to damage rolls with its bite attack. The beast may apply its shadowmark to the target of its bite as a swift action whenever it hits with a bite attack.
Mark of the Hunt (Su) A beast gains a +10 bonus on Perception and Survival checks against any creature affected by its shadowmark and ignores any cover or concealment they may possess.

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Beasts stalk the wild frontiers of any Fantasmic territory, using their physical might and mastery of fear to keep mortals in a state of awestruck terror. In spite of their animalistic appearance and mindset, beasts have an instinctive understanding of the narrative and will often pursue specific targets to foster storyline developments. Never will a beast completely destroy its prey, always leaving at least one survivor to tell the tale of their defeat.

Passage, Patron CR 20

XP 307,200
N Medium outsider (native, passage)
Init +14; **Senses** darkvision 60 ft., lifesight 60 ft.; Perception +35

DEFENSE

AC 38, touch 27, flat-footed 28 (+7 deflection, +10 Dex, +11 natural)
hp 362 (25d10+225)
Fort +30, **Ref** +31, **Will** +22
Defensive Abilities majesty of the divine; **DR** 20/epic; **Immune** illusions, mind-affecting effects; **Resist** fire 30, electricity 30, sonic 30; **SR** 31

OFFENSE

Speed 40 ft., fly 90 ft. (perfect)
Melee +5 *conductive*[UE] *ghost touch keen planar*[UE] *spell storing longsword* +37/+32/+27/+22 (1d8+12/17–20)
Ranged shadowmark +35 touch (12d6)
Special Attacks create reality, false god's armament, mark of the loyal, shadowmark 12d6/–4, shadowstuff

MAGIC

Caster Level 18 (25 for Illusion and Mind); MSB +25, MSD 36, Concentration +32
Tradition natural; CAM Cha
Spell Points 64
Enhancement[USoP] **Sphere – Talents** Deep Enhancement[USoP], Dual Enhancement[USoP], Mass Enhancement[USoP], Ranged Enhancement[USoP]; (enhance), Mental Enhancement[USoP], Physical Enhancement[USoP]

- *enhance*, medium range (280 ft.), **DC** 26; boost the target's capabilities, **Dual Enhancement**; may apply 2 separate versions of enhance effects to target, 1 sp, **Mass Enhancement**; target 9 additional targets, 1 sp
  - **Create Proxy**; creature may aid you as if they had the Circle Casting[USoP] feat
    - **Improved Spell Proxy**; may pass concentration to proxy
    - **Maintain Proxy**; spend 1 sp to prevent ability from ending proxy
    - **Mystic Generosity**; may grant magic talent you know to proxy
    - **Proxy Network**; end proxy to have touch effect originate from proxy
  - **Enhance Equipment**; armor or weapon gains +5 enhancement bonus for concentration or (1 sp) 180 minutes

  - **Mental Enhancement**; grant +6 enhancement bonus to mental ability score for concentration or (1 sp) 180 minutes
  - **Physical Enhancement**; grant +6 enhancement bonus to mental ability score for concentration or (1 sp) 180 minutes

Illusion[USoP] **Sphere – Talents** Complex Illusion[USoP], Enlarged Illusion[USoP], Expand Illusion[USoP] (advanced), Insistent Illusions[USoP], Lingering Illusion[USoP], Masques[USoP] x2, Permanent Image[USoP] (advanced), Phantom Mind[USoP] (advanced), Programmed Illusion[USoP], Ranged Illusion[USoP] x2; (sensory) Illusionary Odor[USoP], Illusionary Sound[USoP], Illusionary Touch[USoP] x2, Manipulate Aura[USoP]

- *figment*, long range (1,400 ft.); 1 sp, create an illusion with odor, vision, sound, touch, and magic up to a Colossal++++-sized cube (150 ft.) for concentration, **DC** 29 Will save to disbelieve, **Complex Illusion**; divide illusion into multiple components, 1 sp, **Expand Illusion**; increase area of illusion to 225 ft. for 1 sp or 340 ft. for 6 sp, **Lingering Illusion**; increase duration to 25 minutes, 1 sp, **Illusionary Touch**; Creatures who believe the illusion can take 32 damage, **Implausible Deniability**; illusions may emulate mind of up to 50 Intelligence, **Permanent Image**; increase illusion duration to permanent, 2 sp, **Phanom Mind**; may remotely control *illusions* or have them act autonomously and perform advanced planning, 1 sp, **Programmed Illusion**; may establish up to 5 triggers which change illusion, **Tactile Illusion**; *illusions* can support weight

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- *glamer*, close range (1,400 ft.); create an illusion attached to a creature, **Complex Illusion**; attach illusion to up to 256 Medium creatures, 1 sp, **Masques** glamers grant +12 enhancement bonus on Bluff, Diplomacy, Intimidate, and Perform
  - **Illusionary Disguise**; create an illusion as though using a disguise kit
- **Insistent Illusions**; swift action, force all disbelieving creatures to re-roll their Will saves against your figments, 2 sp
- *trick*, close range (1,400 ft.); standard action, simple illusions - persist 25 minutes or until dismissed, **DC** 29 Will save to disbelieve
  - **Masques**; may aid targets within range on Bluff, Diplomacy, Intimidate, and Perform checks)

Mind[USoP] **Sphere – Talents** Expanded Charm[USoP], Powerful Charm[USoP], Recondite Stimuli[USoP] (constructs) (advanced), Subtlety[USoP]; (charm) Calm[USoP], Command[USoP], Esteem[USoP], Fear[USoP], Inspiration[USoP], Read Mind[USoP], Sleep[USoP], Utterances[USoP]

- charm, medium range (350 ft.), target 1 creature, DC 29, Expanded Charm; use charm on any type of creature, Mass Charm; 1 sp, affect up to 12 additional targets, Powerful Charm; use powerful charm effects, Recondite Stimuli; ignore constructs' immunity to mind-affecting effects, Subtlety; target must succeed at second Will save to realize they were targeted by charm
  - **Calm (charm)**
    - *lesser charm*, loses benefits from emotion and morale effects
    - *greater charm*, 1 sp, target cannot take violent actions or begin emotion-based effects
    - *powerful charm*, 2 sp, target cannot take actions
  - **Command (charm)**
    - *lesser charm*, force the target to perform one move, swift, or free action of your choice on its next turn
    - *greater charm*, 1 sp, control target's actions for 20 rounds, only 1 move or standard action each round
    - *powerful charm*, 2 sp, as greater charm but may use all of target's actions
  - **Esteem (charm)**
    - *lesser charm*, +12 competence bonus on single Int-, Wis-, or Cha-based skill check within 6 hours
    - *greater charm*, 1 sp, +25 competence bonus on single Int-, Wis-, or Cha-based skill check within 6 hours
    - *powerful charm*, 2 sp, +25 competence bonus on single Int-, Wis-, or Cha-based skill check within 6 days
  - **Fear (charm)**
    - *lesser charm*, shaken for 25 rounds
    - *greater charm*, 1 sp, frightened for 25 rounds, shaken for 25 rounds on successful save
    - *powerful charm*, 1 sp, panicked for 25 rounds, shaken for 25 rounds on successful save
  - **Inspiration (charm)**
    - *lesser charm*, as immediate action, add +2 competence bonus on skill check or attack roll.
    - *greater charm*, 1 sp, as immediate action, add +2d4 competence bonus on skill check or attack roll.
    - *powerful charm*, 2 sp, as immediate action, add +2d4+12 competence bonus on skill check or attack roll.
  - **Read Mind (charm)**
    - *lesser charm*, detect creature's emotional state
    - *greater charm*, 1 sp, read surface thoughts for duration of concentration
    - *powerful charm*, 2 sp, pull 25-word specific answer from creature's mind
  - **Sleep (charm)**
    - *lesser charm*, target becomes staggered for 1d4 rounds
    - *greater charm*, 1 sp, target put to sleep for 25 minutes, awakes when damaged
    - *powerful charm*, 2 sp, target put to sleep for 25 minutes, allowed a new save with +4 bonus when damaged
  - **Suggestion (charm)**
    - *lesser charm*, plant very simple request
    - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
    - *powerful charm*, 2 sp, plant request that target obeys if not fatal/against nature, basic request at –2 save penalty or very simple request at –4 save penalty
  - **Utterances (charm)**
    - *lesser charm*, impose 35% failure chance on verbal casting, –7 penalty on Bluff, Diplomacy, Intimidate, or Perform checks for 25 minutes
    - *greater charm*, 1 sp, force target to be silent or say what you want
    - *powerful charm*, 2 sp, as greater charm, but use either of your skill ranks and use verbal components through target
- **Charming Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with *charm*.

Telekinesis[USoP] **Sphere – Talents** Finesse[USoP], Parry[USoP], Quick Reactions[USoP]

- *telekinesis*, medium range (280 ft.), **DC** 26; max size Huge, AC 17, move 35 ft./round, concentration or 18 minutes (1 sp, Sustained Force), **Divided Mind**; 1 sp, affect up to 18 additional targets, **Finesse**; may perform delicate tasks with telekinesis, take –5 penalty but use Cha in place of normal modifier
  - **Bludgeon**; +32 (2d6)
  - **Catch**; negate projectile attack, attacker has Will negates, **Parry**; may catch melee attacks, **Quick**

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Reflexes; may catch as immediate action, 1 sp
- **Hostile Lift**; 1 sp, lift unwilling target, target has Will negates initial + 1 per round

Warp[USoP] **Sphere – Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Planeshift[USoP] (advanced), Quick Teleport[USoP], Segmented Warp[USoP], True Teleport[USoP] (advanced), Universal Teleport[USoP] (advanced), Unseeing Teleport[USoP], Unwilling Teleport[USoP]
- *teleport*, close range (70 ft.), move target up to close range (70 ft.); 1 sp, increase range to long (1,120 ft.), **DC** 26; **Mass Teleport**; 1 sp, affect up to 9 additional targets, **Quick Teleport**; *teleport* as move action, 1 sp, **Segmented Warp**; may split up teleport and take actions between, **True Teleport**; 2 sp, *teleport* any distance; **Universal Teleport** may *teleport* to other worlds, **Unseeing Teleport**; may *teleport* to locations you cannot perceive
- **Planeshift**; travel to alternate plane of existence, 2 sp

STATISTICS

Str 25, **Dex** 30, **Con** 29, **Int** 24, **Wis** 24, **Cha** 25
Base Atk +25; **CMB** +32; **CMD** 59
Feats Circle Casting[USoP], Implausible Deniability[USoP], Improved Initiative, Improved Spell Proxy[UP], Maintain Proxy[USoP], Mystic Generosity[USoP], Persistent Spell[APG], Proxy Network[USoP], Quicken Spell, Spell Proxy[USoP], Sphere Virtuoso[USoP], Shadowblast[USoP] (DC 29), Tactile Illusion[USoP]
Skills Bluff +35, Diplomacy +35, Disguise +35 (+45 to appear as a powerful outsider or god), Intimidate +35, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (local) +35, Knowledge (nature) +35, Knowledge (planes) +35, Knowledge (religion) +35, Perception +35, Sense Motive +35, Spellcraft +35
Languages Abyssal, Celestial, Common, Infernal, Protean, Sylvan; telepathy 10 miles
SQ covert (powerful outsider or god), pseudo-divinity, shadow well

SPECIAL ABILITIES

False God's Armament (Su) All patrons can summon a unique weapon with the equivalent of a +10 total enhancement bonus as a swift action. This weapon is usually the patron's favored weapon. This weapon vanishes one round after leaving the patron's possession and the patron can have a maximum of two weapons summoned from this ability at a time. A patron is always proficient with their weapon.

Majesty of the Divine (Su) A patron adds its Charisma modifier as a deflection bonus to AC and as a bonus on all saving throws.

Mark of the Loyal (Su) Creatures affected by a patron's shadowmark automatically fail their Will saving throws to recognize a patron's granted spells as only partially real. In addition, they are treated as having the create proxy enhancement from the Spell Proxy feat as long as they possess the shadowmark.

Pseudo-Divinity (Su) A patron can grant divine spells to their worshipers. Granting spells does not require any specific action on a patron's behalf. Patrons grant access to four domains of their choice and each possesses a unique favored weapon. Each patron has their own unique holy symbol. Any creature which worships a patron is considered to be affected by its permanent shadowmark (this does not cause them to take damage, nor does it count against the number of creatures the patron can affect with permanent shadowmark).

The spells granted by a patron are psychic rather than divine in nature, and although the components are unchanged they can be identified as psychic with a DC 30 Spellcraft check. In addition, any domain abilities, spells or magic effects granted by a patron are only partially real, and any creature affected by them must succeed at a Will save (DC equal to the DC of the spell or effect) or have the effect's duration and any of their numeric effects (damage, healing) reduced by half.

Shadow Well (Su) A patron can use shadowstuff any number of times per day and has twice the normal number of spell points that it would normally possess.

As the Fantasmics' disciples are isolated from the philosophies of the outer planes, patron passages replace these Imperatives as sources of spiritual guidance. Patrons tend not to involve themselves directly in stories, more often serving as guides, quest-givers, or mysterious presences who operate from beyond sight. When they do exert their powers, patrons tend to seed mortals with the idea that any event could potentially be their doing.

Passage, Hero CR 9

XP 6,400
NG Medium outsider (native, passage)
Init +2; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 29, touch 11, flat-footed 28 (+10 armor, +1 Dex, +8 shield)
hp 104 (11d10+44)
Fort +11, **Ref** +9, **Will** +6
DR 10/evil; **Immune** illusions, mind-affecting effects; **Resist** electricity 10, fire 10, sonic 10; **SR** 20

OFFENSE

Speed 30 ft.
Melee +5 *flaming keen longsword* +19 (1d8+10/17–20 plus 1d6 fire) and +5 arrow deflection *spiked heavy steel shield* +19 (1d4+10)
Ranged shadowmark +13 (6d6)
Special Attacks create reality, mark of inspiration, shadowmark 6d6/–2, shadowstuff 9/day

MAGIC

Caster Level 8 (11 for Enhancement, Illusion, and Mind); **MSB** +11, **MSD** 22, Concentration +15

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Tradition natural; **CAM** Cha
Spell Points 15
Enhancement[USoP] **Sphere - Talents** Greater Enhance Equipment[USoP], Mass Enhancement[USoP]
- *enhance*, medium range (210 ft.), DC 19; boost the target's capabilities, **Mass Enhancement**; target 5 additional targets, 1 sp
  - **Enhance Equipment**; armor or weapon gains +4 enhancement bonus for concentration or (1 sp) 11 minutes

Illusion[USoP] **Sphere - Talents** Complex Illusion[USoP], Lingering Illusion[USoP], Masques[USoP] x2, Ranged Illusion[USoP]
- *figment*, medium range (210 ft.); 1 sp, create an illusion with vision up to a Colossal-sized cube (30 ft.) for concentration, **DC** 19 Will save to disbelieve, **Complex Illusion**; divide illusion into multiple components, 1 sp, **Lingering Illusion**; increase duration to 11 minutes, 1 sp
- *glamer*, medium range (210 ft.); create an illusion attached to a creature, **Masques**; glamers grant +5 enhancement bonus on Bluff, Diplomacy, Intimidate, and Perform
  - **Illusionary Disguise**; create an illusion as though using a disguise kit
- *trick*, medium range (210 ft.); standard action, simple illusions - persist 11 minutes or until dismissed, **DC** 19 Will save to disbelieve
  - **Masques**; may aid targets within range on Bluff, Diplomacy, Intimidate, and Perform checks)

Mind[USoP] Sphere - Talents Expanded Charm[USoP], (charm) Courage[USoP], Enthrall[USoP], Esteem[USoP], Hostility[USoP], Inspiration[USoP]
- *charm*, medium range (210 ft.), target 1 creature, DC 19, **Expanded Charm**; use *charm* on any type of creature, **Mass Charm**; 1 sp, affect up to 5 additional targets
  - **Courage (charm)**
    - *lesser charm*, +4 morale bonus on a single roll
    - *greater charm*, 1 sp, +3 morale bonus on attack rolls, saving throws, ability checks, and skill checks for 11 minutes
  - **Enthrall (charm)**
    - *lesser charm* target 1 step friendlier for 11 minutes
    - *greater charm*, 1 sp, target becomes 'friendly' for 11 minutes
  - **Esteem (charm)**
    - *lesser charm*, +5 competence bonus on single Int-, Wis-, or Cha-based skill check within 2 hours
    - *greater charm*, 1 sp, +11 competence bonus on single Int-, Wis-, or Cha-based skill check within 2 hours
  - **Hostility (charm)**
    - *lesser charm*, target attacks nearest creature next turn or deals 1d8+Str modifier to self if no target exists.
    - *greater charm*, 1 sp, target gains +2 morale bonus to Str and Con, +1 morale bonus on Will, and –2 AC for 11 rounds, cannot use spells, Int-, Wis-, or Cha-based skills
  - **Inspiration (charm)**
    - *lesser charm*, as immediate action, add +2 competence bonus on skill check or attack roll.
    - *greater charm*, 1 sp, as immediate action, add +2d4 competence bonus on skill check or attack roll.
  - **Suggestion (charm)**
    - *lesser charm*, plant very simple request
    - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty

War[USoP] **Sphere - Talents** Call To Arms[USoP], Ranged Totem[USoP], Resounding Rally[USoP], (rally) Counterattack[USoP], Empower[USoP]
- *rally*, immediate action within totem area, free action 1/round, **DC** 19; **Mass Rally**; 1 sp, affect up to 4 additional targets, **Resounding Rally**; *rally* yourself when you rally someone else.
  - **Commanding Aid**; aid another using +12 bonus
  - **Counterattack**; 1 sp, ally attacks enemy who misses in melee, ally who hits gains +4 dodge bonus to AC against that enemy until end of their next turn.
  - **Empower**; grant +4 morale bonus on attack rolls and CMB, AC and CMD, saving throws, or concentration checks and spell penetration checks.
- *totem*, close range (65 ft.), area 70 ft., **DC** 19; concentration or 8 minutes (1 sp), **Call To Arms**; may create totem as move action, swift action with 1 sp
  - **Totem Of War**; +3 circumstance bonus on damage rolls

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COMBAT

Martial Tradition Knightly Arts (Equipment x3, Shield x1), **PAM** Cha

Dual Wielding[SoM] **Sphere - Talents** Balanced Blows[SoM], Dual Opportunity[SoM], Focusing Defense[SoM], Mercurial Flow[SoM]

- *dual attack*, attack action, attack with light or one-handed weapon in main hand, additional attack with light or one-handed weapon in off-hand, –2 to both attack roll
- *dual attack* (make extra attack with off-hand weapon as part of attack action, both at –2 penalty)
- **Dual Opportunity**; 1/round make additional attack of opportunity with off-hand weapon
- **Focusing Defense**; spend move action to regain martial focus, +2 to AC and CMD for 1 round

Equipment[SoM] **Sphere - Talents** Armor Training[SoM], Knightly Training[SoM], Shield Training[SoM], Unfettering Armor[SAAT], Versatile Shield[SoM]

Guardian[SoM] **Sphere - Packages** challenge, patrol; **Talents** Expanded Guardian[USoP], Swift Guardian[USoP]

- *challenge* (swift, 8 rounds, target takes –4 attack vs. others, +2 vs. you), **Swift Guardian**; spend martial focus to challenge as free action
- *delayed damage* (delay up to 33 damage until the end of your next turn)
- *patrol* (standard action or move action by spending martial focus, threatened area increases to 20 ft.);

Shield[SoM] **Sphere - Talents** Bashing Shield[SoM], Blockade[SoM], Cover Ally[SoM], (deflect) Smashing Counter[SoM]

- *active defense* (spend attack of opportunity, increase shield bonus by +4 against attack) **Cover Ally**; can use active defense on ally within reach, **Smashing Counter**; make shield bash attack against any creature that misses when you use active defense
- **Bashing Shield**; do not lose shield bonus to AC when attacking with shield
- **Blockade**; spend martial focus as immediate action to grant evasion in 25-ft. cone, +8 bonus on Reflex save

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 12, **Wis** 17, **Cha** 19

Base Atk +11; **CMB** +16; **CMD** 28

Feats Extra Combat Talent[SoM], Improved Vital Strike, Muscular Reflexes[SoM], Power Attack, Sphere Virtuoso[USoP], Vital Strike

Skills Diplomacy +18, Disguise +18 (+28 to appear as humanoid), Intimidate +18, Knowledge (history) +12, Knowledge (local) +15, Perception +17, Sense Motive +17, Spellcraft +15

Languages Common, Sylvan; telepathy 100 ft.

SQ armaments of the hero, covert (a specific type of humanoid)

Combat Gear longsword (currently *+5 flaming keen longsword*), spiked heavy steel shield (currently *+5 arrow deflection spiked heavy steel shield*), full plate (currently +1 *moderate fortification titanic*[UE] full plate)

SPECIAL ABILITIES

Armaments of the Hero (Su) The hero gains the personal refinement and the mystic crucible class features of the whitesmith[USoP] armorist[USoP], using their racial Hit Dice as their effective whitesmith level. This normally increases the enhancement bonus granted to their equipment by +3 (to a total of +7). The hero presented here is currently enhancing their longsword, shield, and armor.

Mark of Inspiration (Su) A creature affected by the hero's shadowmark is constantly affected by a single totem effect of the hero's choice that the hero can create. This allows the hero to rally the target.

Whenever a realm is in need of protection or a culture in need of inspiration, a hero passage emerges to guide mortals to victory. Embodying the martial ideals of a culture and wielding weapons appropriate to its setting, a hero sets out to create mortal imitators for generations to come.

Passage, Mentor CR 6

XP 2,400

LG Medium outsider (native, passage)

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 68 (8d10+24)

Fort +9, **Ref** +9, **Will** +5

DR 5/magic; **Immune** illusions, mind-affecting effects

OFFENSE

Speed 30 ft.

Melee quarterstaff +9/+4 (1d6+1)

Ranged shadowmark +11 (4d6)

Special Attacks create reality, mark of guidance, shadowmark 4d6/–2, shadowstuff 7/day

MAGIC

Caster Level 6 (8 for Illusion and Mind sphere); **MSB** +8, **MSD** 19, Concentration +11

Tradition natural; CAM Cha

Spell Points 11

Divination[USoP] **Sphere - Talents** Grant Divination[USoP]; (divine) Detect Spellcaster[USoP], Divine Future[USoP], Divine Information[USoP]; (sense) Blindfolded Oracle[USoP], Foreshadow[USoP], Ghost Sight[USoP], Prescience[USoP]

- *divine*, medium range (160 ft.), **DC** 18; (gain information about magic auras within 160 ft.), **Grant Divination**; apply a sense to a touched target, 1 sp
  - **Alternate Divinations**
    - **Illusion** (Divine Illusion); *divine* to gain Will save and Perception check against illusions in area
    - **Mind** (Divine Cares Given); *divine* interest in subject
    - **Mind** (Divine Charm); *divine* charms and compulsions

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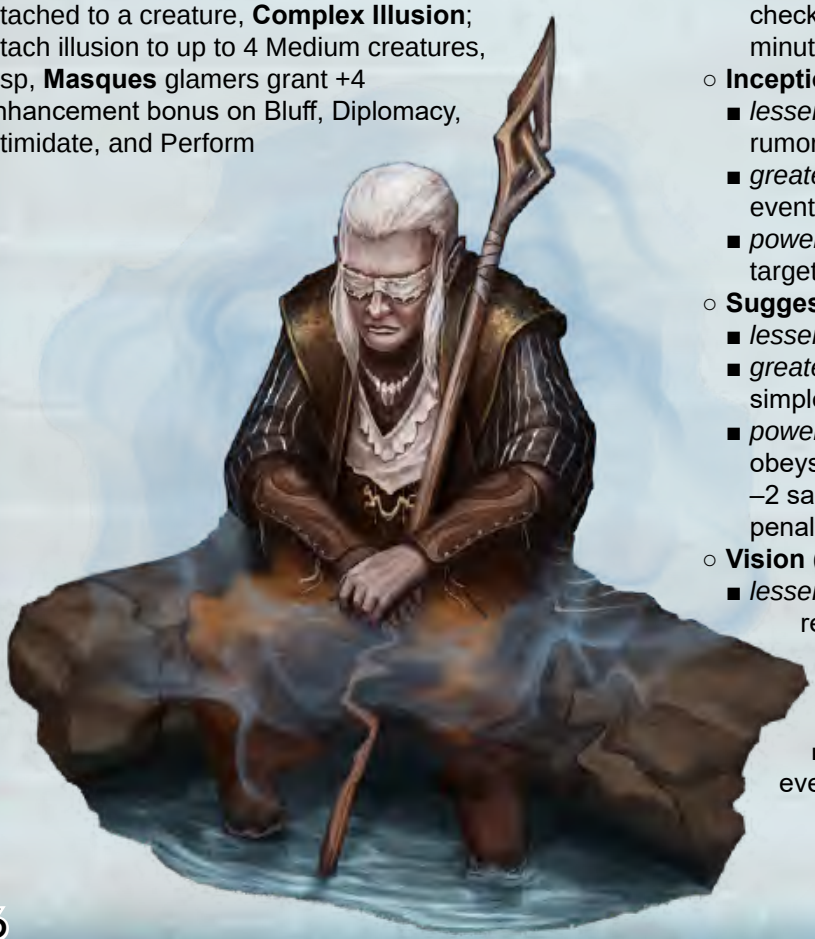
- **Detect Spellcaster**; discern spellcasting abilities of creature in range
- **Divine Future**; grant 1d4+1 bonus on d20 roll made by self or ally
- **Divine Information**; 1 sp, reroll Knowledge check with +3 bonus

● *sense*, touch, **DC** 13; (gain a sense for 6 hours)
- **Blindfolded Oracle (sense)**; gain echosense, superior scent, or thermal sense out to 40 ft., close eyes to change to corresponding sight, 1 sp
- **Foreshadow (sense)**; not flat-footed during the surprise round or the first round of combat, +1 dodge bonus to AC, +2 bonus on Reflex saves and initiative checks, 1 sp
- **Ghost Sight (sense)**; +6 bonus on Perception to see invisible and ethereal targets, 1 sp
- **Prescience (sense)**; +1 insight bonus on attack rolls, discharge for +13 bonus, 1 sp
- **Read Magic (sense)**; decipher and read magical writings, 1 sp

Illusion[USoP] **Sphere - Talents** Complex Illusion[USoP], Lingering Illusion[USoP], Masques[USoP] x2

● *figment*, close range (45 ft.); 1 sp, create an illusion with vision up to a Gargantuan-sized cube (20 ft.) for concentration, **DC** 17 Will save to disbelieve, **Complex Illusion**; divide illusion into multiple components, 1 sp, **Lingering Illusion**; increase duration to 8 minutes, 1 sp

● *glamer*, close range (45 ft.); create an illusion attached to a creature, **Complex Illusion**; attach illusion to up to 4 Medium creatures, 1 sp, **Masques** glamers grant +4 enhancement bonus on Bluff, Diplomacy, Intimidate, and Perform



- **Illusionary Disguise**; create an illusion as though using a disguise kit

● *trick*, close range (45 ft.); standard action, simple illusions - persist 8 minutes or until dismissed, **DC** 17 Will save to disbelieve
- **Masques**; may aid targets within range on Bluff, Diplomacy, Intimidate, and Perform checks)

Mind[USoP] **Sphere - Talents** Expanded Charm[USoP], Mass Charm[USoP], Powerful Charm[USoP], Subtlety[USoP]; (charm) Calm[USoP], Courage[USoP], Inception[USoP], Vision[USoP]

● *charm*, close range (45 ft.), target 1 creature, DC 17, Expanded Charm; use charm on any type of creature, Mass Charm; 1 sp, affect up to 4 additional targets, Powerful Charm; use powerful charm effects, Subtlety; target must succeed at second Will save to realize they were targeted by charm
- **Calm (charm)**
  - *lesser charm*, loses benefits from emotion and morale effects
  - *greater charm*, 1 sp, target cannot take violent actions or begin emotion-based effects
  - *powerful charm*, 2 sp, target cannot take actions
- **Courage (charm)**
  - *lesser charm*, +3 morale bonus on a single roll
  - *greater charm*, 1 sp, +2 morale bonus on attack rolls, saving throws, ability checks, and skill checks for 8 minutes
  - *powerful charm*, 2 sp, +2 morale bonus on attack rolls, saving throws, ability checks, and skill checks plus 8 temp hp and fear immunity for 8 minutes
- **Inception (charm)**
  - *lesser charm*, magic skill or Bluff check to implant rumor in target's mind
  - *greater charm*, 1 sp, revise target's memory of events or creatures
  - *powerful charm*, 2 sp, create new memories in target's mind
- **Suggestion (charm)**
  - *lesser charm*, plant very simple request
  - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
  - *powerful charm*, 2 sp, plant request that target obeys if not fatal/against nature, basic request at –2 save penalty or very simple request at –4 save penalty
- **Vision (charm)**
  - *lesser charm*, alter perception of a single sense in relation to single entity
  - *greater charm*, 1 sp, alter perception of all 5 senses in relation to single entity
  - *powerful charm*, 2 sp, alter perception of everything around target

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STATISTICS

Str 13, **Dex** 16, **Con** 17, **Int** 16, **Wis** 16, **Cha** 17
Base Atk +8; **CMB** +9; **CMD** 22
Feats Counterspell[USoP], Extend Spell, Extra Magic Talent[USoP] x2
Skills Diplomacy +14, Disguise +14 (+24 to appear as a humanoid), Knowledge (history) +11, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (religion) +14, Perception +14, Sense Motive +14, Spellcraft +14
Languages Celestial, Common, Sylvan; telepathy 100 ft.
SQ covert (a specific type of humanoid)

SPECIAL ABILITIES

Mark of Guidance (Su): The mentor may use their Grant Divination and charm abilities at any range on creatures affected by their shadowmark. The mentor does not require line of sight or line of effect for such abilities.

Mentors serve as instructors for the Fantasmics' favored mortals, encouraging them to accept calls to action and helping them to realize their full potential. They are known to give cryptic advice which may be brilliant or meaningless but which always works to keep mortals ignorant of the Fantasmics' true intentions. A single mentor might train generations of heroes using different guises.

Passage, Ruler CR 18

XP 153,600
LN Medium outsider (native, passage)
Init +9; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 31, touch 16, flat-footed 30 (+12 armor, +5 deflection, +1 Dex, +3 natural)
hp 250 (20d10+140)
Fort +24, **Ref** +21, **Will** +17
Defensive Abilities *freedom of movement*; **DR** 15/chaos; **Immune** illusions, mind-affecting effects; **Resist** electricity 20, fire 20, sonic 20; **SR** 29

OFFENSE

Speed 30 ft.
Melee +5 *impact*[UE] *flail* +33/+28/+23/+18 (2d6+17)
Ranged shadowmark +25 touch (10d6)
Special Attacks create reality, mark of command, shadowmark 10d6/–4, shadowstuff 16/day, unquestioned dominion, vast influence

MAGIC

Caster Level 15 (20 for Illusion, Mind, and War spheres); MSB +20, MSD 31, Concentration +26
Tradition natural; **CAM** Cha
Spell Points 26
Illusion[USoP] **Sphere - Talents** Complex Illusion[USoP], Insistent Illusions[USoP], Lingering Illusion[USoP], Masques[USoP] x2, Permanent Image[USoP] (advanced); (sensory) Illusionary Sound[USoP], Illusionary Touch[USoP] x2

- *figment*, close range (75 ft.); 1 sp, create an illusion with vision, sound, and touch up to a Colossal++-sized cube (70 ft.) for concentration, DC 26 Will save to disbelieve, **Complex Illusion**; divide illusion into multiple components, 1 sp, **Lingering Illusion**; increase duration to 20 minutes, 1 sp, **Illusionary Touch**; Creatures who believe the illusion can take 26 nonlethal damage, **Permanent Image**; increase illusion duration to permanent, 2 sp
- *glamer*, close range (75 ft.); create an illusion attached to a creature, Complex Illusion; attach illusion to up to 128 Medium creatures, 1 sp, Masques glamers grant +10 enhancement bonus on Bluff, Diplomacy, Intimidate, and Perform
  - **Illusionary Disguise**; create an illusion as though using a disguise kit
- **Insistent Illusions**; swift action, force all disbelieving creatures to re-roll their Will saves against your figments, 2 sp
- *trick*, close range (75 ft.); standard action, simple illusions - persist 20 minutes or until dismissed, **DC** 26 Will save to disbelieve
  - **Masques**; may aid targets within range on Bluff, Diplomacy, Intimidate, and Perform checks)

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Mind[USoP] **Sphere - Talents** Charming Strike[USoP], Expanded Charm[USoP], Greater Communication[USoP] (advanced), Mass Charm[USoP], Memetic Link[USoP] (advanced), Mind Control[USoP] (advanced), Powerful Charm[USoP], Subtlety[USoP]; (charm) Command[USoP], Enthrall[USoP], Fear[USoP], Inspiration[USoP], Project Thoughts[USoP]

- *charm*, close range (75 ft.), target 1 creature, **DC** 26; **Expanded Charm**; use charm on any type of creature, **Mass Charm**; 1 sp, affect up to 20 additional targets, **Powerful Charm**; use *powerful charm* effects, **Subtlety**; target must succeed at second Will save to realize they were targeted by *charm*
  - **Command (charm)**
    - *lesser charm*, force the target to perform one move, swift, or free action of your choice on its next turn
    - *greater charm*, 1 sp, control target's actions for 20 rounds, only 1 move or standard action each round
    - *powerful charm*, 2 sp, as greater charm but may use all of target's actions
  - **Enthrall (charm)**
    - *lesser charm* target 1 step friendlier for 20 minutes
    - *greater charm* 1 sp, target becomes 'friendly' for 20 minutes
    - *powerful charm* 2 sp, same as greater charm but 20 hours, Memetic Link; 1 sp, treat both yourself and the target as casters for any mind-affecting effects the target creates, Mind Control; 1 sp, extend duration 20 days, target obeys your commands and can hear them telepathically, you may receive sensory input from target
  - **Fear (charm)**
    - *lesser charm*, shaken for 20 rounds
    - *greater charm*, 1 sp, frightened for 20 rounds, shaken for 20 rounds on successful save
    - *powerful charm*, 1 sp, panicked for 20 rounds, shaken for 20 rounds on successful save
  - **Inspiration (charm)**
    - *lesser charm*, as immediate action, add +2 competence bonus on skill check or attack roll.
    - *greater charm*, 1 sp, as immediate action, add +2d4 competence bonus on skill check or attack roll.
    - *powerful charm*, 2 sp, as immediate action, add +2d4+10 competence bonus on skill check or attack roll.
  - **Project Thoughts (charm)**; **Greater Communication**; may use Project Thoughts without line of sight or effect, may send and receive messages across any distance (1 sp)
    - *lesser charm*, 25 word telepathic message
    - *greater charm*, 1 sp, unlimited telepathic message, may concentrate to continue
    - *powerful charm*, 2 sp, unlimited telepathic message, may concentrate to continue, target may respond
  - **Suggestion (charm)**
    - *lesser charm*, plant very simple request
    - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
    - *powerful charm*, 2 sp, plant request that target obeys if not fatal/against nature, basic request at –2 save penalty or very simple request at –4 save penalty
- **Charming Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with *charm*.

War[USoP] **Sphere - Talents** Call To Arms[USoP], Carry The Flag[USoP] (advanced), Commander[USoP] (advanced), Mass Rally[USoP], Mental Assault[USoP], Monument[USoP] (advanced), Totemic Aura[USoP]; (mandate) Impose[USoP], Resolve[USoP]; (rally) Position[USoP], Retribution[USoP] (totem) Totem Of Allegiance[USoP], Totem Of Doom[USoP], Totem Of Speed[USoP], Totem Of Tactical Prowess[USoP], **Commander**; armies you lead gain +1 to OM, DV, and morale

- *mandate*, 2 allies, medium range (300 ft.), **DC** 26; concentration or 20 minutes (1 sp)
  - **Impose**; member may transfer up to 40 damage to themself when other member takes damage
  - **Resolve**; when member hits an enemy with an attack, the other member gains a +4 morale bonus to AC, CMD, and on saving throws against enemy's abilities
- *rally*, immediate action within totem area, free action 1/round, DC 26; Mass Rally; 1 sp, affect up to 20 additional targets
  - **Commanding Aid**; aid another using +26 bonus
  - **Position**; 1 sp, ally moves 50 ft., gains evasion, +10 to AC and Reflex saves, does not provoke attack of opportunity.
  - **Retribution**; enemy who damaged ally takes 10d6 energy damage
- *totem*, personal or touch, area 100 ft., **DC** 26; concentration or 20 minutes (1 sp) **Call To Arms**; may create *totem* as move action, swift action with 1 sp, **Carry The Flag**; attach totem to vessel, **Mental Assault**; increase mind-affecting DCs by 2 in *totem*, **Monument**; attach totem to monument, **Totemic Aura**; may attach *totem* to creature, **Spirit Beacon**; may make *totem* a pillar of light that affects all allies within 2,000 ft.
  - **Totem Of Allegiance**; creatures of alignment gain +3 circumstance bonus on attack rolls and saving throws, 1 sp
  - **Totem Of Doom**; enemies in area are shaken
  - **Totem Of Speed**; +25 ft. movement speed
  - **Totem Of Tactical Prowess**; increase flanking, positioning, cover bonuses by +5
  - **Totem Of Undoing**; enemies deal half damage, Fort negates, 2 sp
  - **Totem Of War**; +6 circumstance bonus on damage rolls

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COMBAT

Martial Tradition Warrior-King (Equipment x2, Warleader x2), **PAM** Cha

Duelist Sphere - Talents Defiant Focus[SoM], Hurricane Strike[SoM], Ooze Ichor[SoM], Vacuum Cut[CrD] x2 (legendary), Vacuum Slice[SoM] (legendary); (bleed) Debilitating Injuries[SoM]; (disarm) Swift Slice[SoM]

- *blooded strike*; attack action, hit target takes 7 bleed damage, **Ooze Ichor**; ignore bleed immunity, but deal half bleed damage to immune targets
- **Defiant Focus**; move action, sheathe weapon as move action to regain martial focus
- (disarm); may apply one of the following effects when you disarm a target
  - **Swift Slice**; make swift action attack or AoO against bleeding target, or as attack of opportunity if they are bleeding
- **Hurricane Strike**; immediate action, when you draw weapon and deal bleed damage, make attack against all enemies in reach at –2 or remove difficult terrain for 10 rounds
- **Vacuum Cut**; when you take attack action with melee weapon you have drawn or affect all enemies in reach with duelist sphere ability, affect targets at range of up to 75 ft., **Vacuum Slice**; spend move action and martial focus to attack all targets in 75-ft. cone with Vacuum Cut

Equipment[SoM] **Sphere - Talents** Armor Training[SoM], Duelist's Grip[SoM], Knightly Training[SoM], Unfettering Armor[SAAT]

Gladiator[SoM] **Sphere - Talents** Nightmare Fuel[SoM] (legendary), Theatrical Boast[SoM]; (boast) Battering Banter[TYH], Menace[SoM]; (demoralization) Dread[TCoH], Piercing Fear[SoM], Spectacle[SoM]

- *boast* (immediate action after critical hit, reduce enemy to 0, or successful combat maneuver, apply (boast) in 300-ft. radius), **DC** 26
  - **Battering Banter**; enemies become battered for 1 round, save or become fatigued for 6 rounds
  - **Menace**; enemies must succeed at Will save to move closer
  - **Prowess**; roll twice on next attack roll
- **Dread**; creatures demoralized have penalties from shaken increased to –5
- **Nightmare Fuel**; may spend martial focus to make a creature who becomes afraid of them permanently afraid, becoming shaken for 1d4 rounds when present, **DC** 26
- **Piercing Fear**; may spend martial focus to ignore immunity to fear and mind-affecting effects on demoralization but increase DC by 5)
- *strike fear* (standard action, expend martial focus, demoralize 30-ft. radius, **Spectacle**; may use *strike fear* as immediate action when you score a critical hit or reduce a creature to 0 hit points.

Warleader[SoM] **Sphere - Talents** Heraldry[TCoH], Triumph[TCoH]; (shout) Darklands Cry[SoM] (legendary), Distracting Cacophony[TCoH], Harangue[SoM]; (tactics) Masterful Coordination[TCoH] x2

- *shout*; standard action, 75-ft. radius, 6 rounds; apply (shout) effects, **DC** 30
  - **Darkland's Cry**; spend martial focus, creatures must succeed at Fort save or suffer 1d4 negative levels.
  - **Distracting Cacophony**; enemies must succeed at Will save or increase concentration check DCs by 6, damage imposes 30% spell failure chance.
  - **Fierce Shout**; allies deal +11 damage on first attack each turn
  - **Harangue**; spend martial focus, allies gain new saving throw against effect at original DC
- *tactic*; begin as move action, maintain or switch as swift action; 60-ft. radius, grant (tactic) benefits to allies, **Heraldry**; as long as you hold flag, allies treat effects of your tactics as if you had 25 ranks in Diplomacy, gain +1 bonus on attack rolls while within area of your *tactic*
  - **Aggressive Flanking**; allies flank if they threaten
  - **Masterful Coordination**; allies may aid another at range for +5 bonus, expend martial focus to aid as swift action
- **Triumph**; on a successful attack action, *shout* as swift action, or free with martial focus

STATISTICS

Str 27, **Dex** 18, **Con** 24, **Int** 18, **Wis** 23, **Cha** 23

Base Atk +20; **CMB** +28; **CMD** 42

Feats Great Focus[SoM], Greater Vital Strike, Muscular Reflexes[SoM], Improved Vital Strike, Power Attack, Quicken Spell, Spell Attack[USoP], Spirit Beacon[USoP], Totem Of Undoing[USoP], Vital Strike

Skills Appraise +24, Bluff +29, Diplomacy +29, Disguise +29 (+39 to appear as a humanoid), Intimidate +29, Knowledge (geography) +24, Knowledge (history) +24, Knowledge (local) +27, Knowledge (nobility) +24, Perception +29, Sense Motive +29, Spellcraft +28

Languages Celestial, Common, Sylvan; telepathy 1 mile

SQ covert (a specific type of humanoid), wealth of nations

Combat Gear +5 *impact*[UE] *flail*, +3 *heavy fortification full plate armor*, *amulet of natural armor +3*, *cloak of resistance +5*, crook of the king (+5 *aggressive*[USoP] *watchful*[USoP] *war implement*[USoP], counts as a flag), *ring of freedom of movement*, *ring of protection* +5

SPECIAL ABILITIES

Mark of Command (Su) The ruler may use their charm, rally, momentum, and shout abilities at any range on creatures affected by their shadowmark. The ruler may create mandates on creatures affected by their shadowmark without having to spend spell points. The ruler does not require line of sight or line of effect for such abilities and such targets need not see or hear them. The ruler may also treat any target affected by their shadowmark as if they were within 30 feet for the purpose of being targeted by demoralize effects.

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Unquestioned Dominion (Su) All creatures within a nation that has the ruler in one of its kingdom roles are considered to be affected by the ruler's shadowmark. This does not cause targets to take damage.

Vast Influence (Su) The ruler doubles their caster level for the purpose of determining how many targets can be created or affected by their (mass) talents and may affect troops as if they were a single creature.

Wealth of Nations (Su) The ruler may create 50,000 gp worth of illusory equipment or currency for every Hit Die that it possesses (typically 1,000,000 gp in total). This created equipment functions as if it were completely real within the area of the ruler's unquestioned dominion. Outside of this area, created equipment only has a 50% chance of functioning and provides only half the normal bonuses. Currency created through this ability vanishes outside of the unquestioned dominion. A ruler can create any amount of equipment or currency in a process that takes 1 minute. If the ruler's creations would ever exceed 800,000 gp in value, the oldest creations vanish until the total creations in existence fall below the maximum. The ruler presented here wields 300,000 gp worth of this wealth as equipment.

Rulers hold sway over vast domains within the Fantasmics' territory, orchestrating events on a grand scale and serving as icons for the mortals to trust in. Rulers may coordinate Fantasmic expansion efforts or stage mock wars against each other to keep their populations enthralled, but they may also use their magical abilities to rule with an acumen impossible to mortals.

Psionic Demilich CR 14

XP 38,400

NE Tiny undead (psionic)

Init +7; **Senses** darkvision 60 ft., *pierce the veils*[UP]; Perception +27

Aura phrenic overload[APC] 80 ft. (DC 25)

DEFENSE

AC 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +5 profane, +2 size)

hp 142 (15d8+75)

Fort +10, **Ref** +10, **Will** +16

Defensive Abilities channel resistance +5, rejuvenation; DR 20/—; Immune acid, cold, electricity, polymorph, psionics, undead traits

Weaknesses torpor, vorpal susceptibility

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks devour soul (DC 24), screams of the forsaken, soulbreaker

Psi-Like Abilities (ML 20th; concentration +25)

Constant—*pierce the veils*[UP], *phrenic overload*[APC] (DC 25, penalty to AC and DCs, confuses, automatically read minds)

At will—*recall death*[UP] (DC 25), *telekinetic force*[UP] (625 lbs.), *telekinetic maneuver*[UP] (+6 bonus)

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +11; **CMB** +7; **CMD** 29

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +20, Fly +23, Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

SPECIAL ABILITIES

Devour Soul (Su) As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under pierce the veils[UP] or similar effects. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead

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creature's soul remains trapped in the gemstone, it cannot be restored to life via any means.

Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, destroying the soul as per *sever the strand*[PASP]. The save DC is Charisma-based.

Immunity to Psionics (Su) A demilich is immune to any power or psi-like ability that allows power resistance. In addition, certain powers function differently against the creature, as noted below. These powers ignore any immunity the demilich may possess to mind-affecting effects.

- *guide the willing*[PASP], even without augments, deals 2d6 points of damage, with no saving throw. This damage is increased by 1d6 for every power point spent to augment the power.
- *recall agony*[UP] affects a demilich normally
- *shaken the mortal coil*[PASP] or *recall death*[UP] deals 50 points of damage to the demilich if it fails its save.
- *concussion blast*[UP] and *concussive onslaught*[UP] affect a demilich normally.
- *aura alteration*[UP] targeting the demilich causes its phrenic overload[APC] psi-like ability to be suppressed for 1d4 rounds).
- *solicit psicrystal*[USoP] can be used to target a demilich, forcing it to succeed at a Will saving throw or be dazed for one round.

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, it must be targeted with the *solicit psicrystal*[USoP] power while its screams of the forsaken ability is suppressed (as a result of *dispel psionics*[UP], *selective negation field*[APC], *aura alteration*[UP], *unravel psionics*[UP], or some other effect). To complete the destruction, *guide the willing*[PASP] or *aura alteration*[UP] must be manifested on the demilich. If the manifester succeeds at a manifester level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Screams of the Forsaken (Su) A demilich is surrounded by an aura of volatile psionic energy that acts as a conduit for its power while also severely threatening any creature that enters. Creatures affected by the demilich's *phrenic overload*[APC] psi-like ability take 12d6 points of force damage each round (Reflex DC 22 for half). In addition, the demilich can target all creatures inside the aura simultaneously with its psi-like abilities and powers, affecting as many of them as it wishes regardless of how many would be affected normally. The save DC is Charisma-based.

Soulbreaker (Su) A demilich ignores any immunity to mind-affecting effects that creatures possess, and as a standard action may mark a creature with its anathema, causing the penalties from the demilich's *phrenic overload*[APC] psi-like ability to be doubled on that specific creature and forcing it to roll twice and take the higher result when determining their actions while confused.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Vorpal Susceptibility (Ex) Vorpal weapons of any kind ignore a demilich's damage reduction.

Though methods may differ, the psionic path of lichdom is no less vulnerable to the neglect and degradation which can produce a demilich. As the preservation of a psionicist's mental faculties is often tied to a psicrystal or similar device, the skull of a psionic demilich often becomes overgrown with crystals which contain the undead's potent mental abilities. In Aurin, many psionic demiliches were once lashunta explorers who became trapped on remote celestial bodies and lost themselves to the ages.

Psionic Demilich, Awakened CR 18

XP 153,600

Awakened demilich lashunta[PotS] telepath[UP] 14

NE Tiny undead (psionic)

Init +7; **Senses** darkvision 60 ft., *pierce the veils*[UP]; Perception +19

Aura phrenic overload[APC] 80 ft. (DC 26)

DEFENSE

AC 24, touch 20, flat-footed 21 (+3 Dex, +4 natural, +5 profane, +2 size)

hp 147 (14d8+84)

Fort +10, **Ref** +9, **Will** +17

Defensive Abilities channel resistance +5, rejuvenation; **DR** 20/—; **Immune** acid, cold, electricity, polymorph, psionics, undead traits

Weaknesses torpor, vorpal susceptibility

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks devour soul (DC 27), screams of the forsaken, soulbreaker

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*pierce the veils*[UP], *phrenic overload*[APC] (DC 26, penalty to AC and DCs, confuses, automatically read minds)

At will—*recall death*[UP] (DC 27), *telekinetic force*[UP] (625 lbs.), *telekinetic maneuver*[UP] (+6 bonus)

Telepath Powers Known (ML 14th; power points: 221; base save DC 17 + power level; concentration +21)

Talents-*detect psionics*[UP], *far hand*[UP], *unearthly terror*[UP]

1st-*demoralize*[UP], *inertial armor*[UP], *mind thrust*[UP], *mindlink*[UP], *vigor*[UP]

2nd-*aversion*[UP], *cloud mind*[UP], *control sound*[UP], *feat leech*[UP]

3rd-*battlesense*[UP], *energy wall*[UP], *hostile empathic transfer*[UP], *psionic blast*[UP]

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4th-*alienation*[UP], *fold space*[UP], *mind control*[UP], *schism*[UP]
5th-*major ectoplasmic creation*[UP], *mind probe*[UP], *psychic crush*[UP], *upheaval*[UP]
6th-*co-opt concentration*[UP], *mind switch*[UP], *temporal acceleration*[UP]
7th-*bend reality*[UP], *cosmic awareness*[UP], *psychosis*[UP]
Discipline Telepathy

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 24, **Wis** 22, **Cha** 23
Base Atk +7; **CMB** +3; **CMD** 27
Feats Ability Focus (devour soul), Deep Focus[UP], Defensive Combat Training, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Overchannel[UP], Persistent Power[UP], Psionic Meditation[UP], Quicken Power[UP], Talented[UP]
Skills Craft (mechanical) +24, Knowledge (arcana) +24, Knowledge (engineering) +26, Knowledge (history) +24, Perception +19, Sense Motive +22, Spellcraft +24
Languages Abyssal, Aklo, Celestial, Draconic, Infernal, Lashunta; telepathy 400 ft. (can discern telepathic communication within 30 ft.)

Under exceptional conditions, a lich's full consciousness survives its transformation into a demilich, or a lich's wandering intellect manages to return to its skull. Such creatures are awakened demiliches and combine the powers and near invulnerability of a demilich with the mind and manifesting prowess of a lich. An awakened demilich has the full manifesting abilities of the lich it was before, and gains Overchannel[UP] and Talented[UP] as bonus feats. Awakened demiliches keep their original lich Hit Dice, and any mental attributes that are higher than the demilich's minimums. They otherwise have all the special abilities and defenses of a demilich, and no abilities of the original lich beyond manifesting and mental attributes. An awakened demilich has a CR of 15, or the CR of the original lich + 3, whichever is higher.

Phane — CR 18/MR 7

XP 153,600
CE Large outsider (extraplanar, incorporeal)
Init +19M, dual initiative[MA]; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 30, touch 30, flat-footed 23 (+14 deflection, +7 Dex, –1 size)
hp 288 (20d10+184); regeneration 15 (force)
Fort +12, **Ref** +19, **Will** +17
Defensive Abilities fight through restriction, incorporeal, outside time; **DR** 15/epic; **Immune** ability damage, ability drain, disease, poison, polymorph, petrification; **Resist** cold 20, electricity 20, fire 20, sonic 20; **SR** 32

OFFENSE

Speed fly 200 ft. (perfect)
Melee incorporeal touch +26 (8d6 plus timeseal touch)
Ranged destructive blast +26 touch
Space 10 ft.; **Reach** 10 ft.
Special Attacks absurd reactions, instant action, invocation across time (DC 26), mythic power[MA] (9/day, surge +1d10), reach into stasis, timeseal touch (DC 26)

MAGIC

Caster Level 19; MSB +19, MSD 30, Concentration +26
Tradition Fracture In Reality (Burdened Magic[AMH], Incompatible Energies[CSSP], Unstable Storage[TIH], Witchmarked[USoP], Alien Source[CSSP] (Warp)); **CAM** Int
Spell Points 32
Death[USoP] **Sphere - Talents** Cryptic Strike[USoP], Mass Death Magic[USoP], Ranged Death[USoP]; (ghost strike) Hunger[USoP], Vampiric Strike[USoP]; **Drawbacks** Necromantic Limit[USoP] (Ghost Strike)
- **Cryptic Strike**; standard action, make a weapon attack, creatures hit with attack are also hit with *ghost strike*.
- *ghost strike*, medium range (290 ft.), **DC** 25, apply the effect of one (ghost strike), **Mass Death Magic** 1 sp, affect all targets in close (65 ft.) cone,
  - **Exhausting Strike (ghost strike)**; fatigued for 19 rounds or (1 sp) exhausted for 19 minutes (Fort save reduces to fatigued for 1 round)
  - **Hunger (ghost strike)**; 19d8 nonlethal damage and fatigued (Will save negates), 1 sp
  - **Vampiric Strike (ghost strike)**; deal 9d6 damage, gain half that amount in temp hp for 1 minute (Fort save half), max temp hp 57

Destruction[USoP] **Sphere - Talents** Admixture[USoP], Extended Range[USoP], Greater Admixture[USoP] (advanced); (blast shape) Energy Aura[USoP], Energy Strike[USoP], Mutable Blast[USoP]; (blast type) Disintegrate[USoP] (advanced)
- *destructive blast*, medium range ray (290 ft.), 9d6 damage, 1 sp 19d6 damage, **DC** 25; use with (blast shape), inflict a (blast type), **Admixture**; increase casting time or spend 1 sp to apply 2 (blast type) talents or admixture feat, **Greater Admixture**; 1 sp, apply third (blast type) when using Admixture
  - (blast shape)
    - **Energy Aura (blast shape)**; 10-ft. aura, move action, 9 damage, Reflex save half, 19 rounds
    - **Energy Strike (blast shape)**; standard action, make a weapon attack, creatures hit with attack are also hit with *destructive blast*.
    - **Mutable Blast (blast shape)**; 1 sp, 24 coterminous 5-ft. cubes
  - (blast type)
    - **Disintegrate (blast type)**; 1 sp, deal untyped damage, reduces slain targets to dust, can destroy 10-ft. cube of nonliving material

Time[USoP] **Sphere - Talents** Improved Slow[USoP], Mass Time[USoP], Temporal Stasis[USoP] (advanced); (time) After Image[USoP], Age[USoP], Broken Time[USoP], Delay

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Pain[USoP], Eject[USoP], Rapid Response[USoP] x3, Retry[USoP], Steal Time[USoP], Time Clone[USoP] (advanced), Timeline Bridge[USoP]; **Drawbacks** Altered Time[USoP] (haste)

- *alter time*, close range (65 ft.), **DC** 25; apply a (time) effect to the target, **Mass Time**; may apply to up to 9 additional targets, 1 sp)
  - **After Image (time)**; target gains 50% miss chance, concentration or 19 minutes w/ 1 sp
  - **Age (time)**; target's age category changes up to 4 categories (Fort negates), 1 sp, may also restore, spoil, or weather objects (Will negates), 1 sp
  - **Broken Time (time)**; target takes a –9 penalty on skill checks and attack rolls, must succeed at DC 30 concentration check to cast (Will negates), concentration or 19 rounds w/ 1 sp
  - **Delay Pain (time)**; immediate action, delay damage or effect until end of next turn, 1 sp, spend additional sp to split damage or delay ability damage/drain
  - **Eject (time)**; Target sent up to 19 rounds into the future (Will negates)
  - **Rapid Response (time)**; target gains +9 competence bonus on initiative, +4 competence bonus on Reflex saves, evasion, uncanny dodge, may act in surprise round, concentration or 190 minutes w/ 1 sp
  - **Retry (time)**; immediate action, cause target to redo turn (Will negates), 2 sp
  - **Slow (time)**; target is staggered, has its movement speeds halved (minimum 5 ft.) and suffers a –2 penalty to attack rolls, AC, and Reflex saves (Will negates), concentration or 19 rounds with 1 sp
  - **Steal Time (time)**; target is dazed for 1 round, you gain an extra standard action (Will negates), 1 sp
  - **Time Clone**; +26 touch, create clone of target which lasts for 9 turns, vanishes if it fails a save or it takes damage, DC 25 Will negates, sp equal to half target HD
  - **Timeline Bridge (time)**; grant +9 insight bonus on Knowledge checks for concentration or 19 minutes w/ 1 sp, spend 1 sp to discharge and add +9 to AC or saving throw
- **Temporal Stasis**; 3 sp, touch, target trapped in suspended animation (Fortitude negates)

Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Quick Teleport[USoP], Splinter[USoP], Time Warp[TJH] (advanced), Timeline Drift[APC] (advanced), True Teleport[USoP] (advanced), Unseeing Teleport[USoP], Unwilling Teleport[USoP]; (space) Spatial Reach[USoP]

- *teleport*, close range (65 ft.), move target up to close range (65 ft.); 1 sp, increase range to long (1,160 ft.), **DC** 25; **Mass Teleport**; 1 sp, affect up to 9 additional targets, **Quick Teleport**; 1 sp, may *teleport* self as move action, **Splinter**; deal 9d6 damage to teleported target, **Time Warp**; may *teleport* through time, **Timeline Drift**; may *teleport* to parallel timelines, **True Teleport**; 2 sp, *teleport* any range, **Unseeing Teleport** may *teleport* to locations you cannot perceive
- **Spatial Reach (space)**; touch, concentration or 19 rounds with 1 sp, increase movement speed and reach by 25 ft.

SKILL

Skill Leverage 7; **Plans** 5
OAM Int

Spellhacking[SoG] **Sphere - Talents** Prescient Hack[SoG]; (hack) Range Tuning[SoG], Reposition Area[SoG]

- **Control Mishap**; control effect as swift or immediate action when spell is lost, changing effect to *mishap*
  - **Magical Resonance (mishap)**; magic item glows, its properties can be easily identified.
  - **Reposition Area (mishap)**; area moves 20 ft. in random direction.
- **Hack Magic**; apply *hack* to item or spell effect in range with successful dispel check (+19). **Prescient Hack**; may reveal *hack* as a *plan*
  - **Range Tuning (hack)**; double range and –2 caster level or half range and +1 caster level
  - **Reposition Area (hack)**; move area up to 20 ft.

Study[SoG] **Sphere - Talents** (complication) Glut Of Information[SoG]; (theory) Anticipate Hostility[SoG], Esoteric Avoidance[SoG], Speculate Affairs[SoG]

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- **Glut Of Information (complication)**; increase skill check DC by 5 to gain 2 additional pieces of information, one of which is misleading
- **Prescient Study**; reveal *plan* to take 10 on Knowledge check, take 20 w/ skill leverage
- **Theorize**; immediate action, begin *theory* on creature, object, or location
  - **Anticipate Hostility (theory)**; +3 insight bonus to AC against target, spend notions to increase AC or redirect attack
  - **Esoteric Avoidance (theory)**; spend notions to reroll saving throw or allow ally an additional saving throw against magic effect
  - **Speculate Affairs (theory)**; spend notions to learn of creatures, groups of creatures, and their abilities

STATISTICS

Str —, **Dex** 26, **Con** 23, **Int** 25, **Wis** 22, **Cha** 25
Base Atk +19; **CMB** +28; **CMD** 45
Feats Extra Mythic Power[M], Ghostly Admixture[USoP], Improved Planning[SoG], Incarnate Magic[TCH], Improved Initiative[M], Pawstpone[Cat], Prepared Hacking[SoG], Quicken Spell, Space-Rending Admixture[USoP], Spell Attack[USoP, M], Sphere Virtuoso[USoP], Time-Crossed Plots[LotS], Time-Thief's Admixture[USoP]
Skills Appraise +26, Bluff +29, Intimidate +26, Knowledge (arcana) +29, Knowledge (dungeoneering) +26, Knowledge (engineering) +26, Knowledge (geography) +26, Knowledge (history) +29, Knowledge (local) +26, Knowledge (planes) +29, Knowledge (religion) +26, Perception +28, Sense Motive +28, Spellcraft +29, Stealth +26, Survival +25
Languages Aklo, 7 more; telepathy 300 ft.
SQ multistream plots

SPECIAL ABILITIES

Multistream Plots (Su) A phane is typically operating in multiple timelines and points in time at once, allowing it to execute strategies and invoke magic in a nonlinear fashion. The phane may reveal any plan as a move action or as an immediate action when a creature within 30 feet takes a distracting action (generally, any action other than movement that could provoke attacks of opportunity if there were any foe threatening the creature). In addition, the phane gains Time-Crossed Plots as a bonus feat and does not need to spend a spell point when using Time-Crossed Plots.

Invocation Across Time (Su) A phane gains the Magical Contingency and Planned Magical Contingency mastermind tricks and may use these tricks in conjunction with a spell effect they can create with their abilities as an alternative to using it with an item. The phane may have a number of personal magical contingencies active at a time equal to their casting ability modifier (usually 7) rather than just one. No more than one contingency can trigger in any given round; if a second would trigger in the same round, it triggers at the start of the phane's next turn. In addition, the phane does not need to perceive a trigger for a magical contingency to begin the spell effect, knowing intuitively when each of their magical contingencies has the capacity for activation.

The phane can apply their magical contingencies to other creatures. The contingency counts against each subject's own limit for the number of contingencies they can have active on them. The phane must use their own action to trigger each contingency, even if the contingency is not on them. The phane may even apply this effect to unwilling creatures, but only if they have remained within close range of the malfeasant for at least 1 hour and do not have another contingency on them, although such creatures are allowed a DC 26 Will save to avoid having the magical contingency placed on them. If the malfeasant reveals a magical contingency on an unwilling subject as a plan, the subject attempts their Will save when the plan is revealed. A creature that succeeds at its saving throw cannot be affected by this ability again for 24 hours. The save DC is Intelligence-based.

A phane's pool of contingencies is shared among the phane and any of its time clones.

Reach Into Stasis (Su) A phane may affect creatures under the effects of the Temporal Stasis[USoP] time talent with its incorporeal touch attack and ghost strikes. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch.

Timeseal Touch (Su) A creature damaged by the phane's incorporeal touch attack must succeed at a DC 26 Will save or become entrapped as per the Temporal Stasis[USoP] time talent. The creature is allowed a new saving throw every round to break out, but is no longer allowed new saving throws after the third (at which point the effect becomes permanent). The save DC is Charisma-based.

Akin to a three-dimensional shadow, the ghostly and hollow form of the phane seems to sprout new limbs as needed for each of its frantic movements. The unfathomably deep blackness of its form seems to present a unique depth from each perspective, with a collection of darting lights flitting through the void like vibrant eyes. The number and color of these "eyes" varies by phane, perhaps indicating that a smaller count of lights means the creature's focus is divided across space and time.

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Qlippoth

Qlippoth in the Arcforge campaign setting are different from Pathfinder's normal qlippoth in several notable ways. The following abilities are granted by the qlippoth subtype:

Qlippoth are outsiders with the psionic and qlippoth subtypes.

- Immunity to cold, mind-affecting effects, and poison.
- Resistance to acid 10, electricity 10, and fire 10.
- **Horrific Appearance (Su)**: All qlippoth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qlippoth can present itself as a standard action to assault the senses of all living creatures within 30 feet. The exact effects caused by a qlippoth's horrific appearance vary by the type of qlippoth. A successful Will save (DC 10 + 1/2 the qlippoth's Hit Dice + the qlippoth's Charisma modifier): reduces or negates the effect. This ability is a mind-affecting gaze attack.
- **Qlippoth Corruption (Su)**: Most qlippoth contaminate the life around them with their touch, warping the minds of any being they make contact with. Any creature struck by a qlippoth's natural attack risks becoming affected with a disease known as qlippoth corruption. Any creature whose Wisdom or Charisma score is reduced to 0 by qlippoth corruption is permanently transformed into a new being after 1 day, their race changing as indicated on **Table 6.2: Qlippoth Corruption Transformations**. These creatures, whose ability drain is healed upon rebirth, retain any skills, feats, and levels they possessed in their previous life, unless the racial shift causes them to lose the prerequisites.
- **Violent Destruction (Su)**: When a qlippoth is reduced to 0 hit points, it detonates violently, spraying gore and raw psionic energy everywhere. This ability has a radius of 10 feet, plus an additional 10 feet for every size the qlippoth is above Medium. Creatures within this radius take 1d8 points of force damage for every Hit Die the qlippoth possesses and risks contracting the qlippoth's qlippoth corruption. A successful Reflex save (DC 10 + 1/2 the qlippoth's Hit Dice + the qlippoth's Constitution modifier) halves this damage and causes the creature not to risk qlippoth corruption.
- Telepathy.
- Except where otherwise noted, qlippoth speak Aklo.

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Table 6.2: Qlippoth Corruption Transformations

Affected Creature	Transformation result
Human	**On Vandara:** Dies and cannot be resurrected by any means, including divine intervention, *wish*, and *true resurrection* **In space or in the Silicon Barrier:** Gainss the apostle kyton* template
Elf	Drow[ARG]
Dwarf	Duergar[UP]
Halfling	Wayang[ARG]
Goblin[ARG]	Blue[UP]
Gnome	Svirfneblin[ARG]
Kalo[APC]	Cephalume[APC]
Shirren[APC]	Dromite[UP] and trox[B4], splitting into two creatures
Aasimar[ARG], aphorite[PLA], duskwalker[PLA], ganzi[PLA], tiefling[ARG], and wheeltouched* races	Shimreen[APC]
Orc[ARG], half-orc, judow[Co7S], maenad[UP], and creatures already transformed	No effect
True dragon	Psionic dragon[UP] (type is chosen based on the dragon's personality and power level rather than subspecies)
Nagaji[ARG], reptoid[ARG], vesk[APC]	Ophiduan[UP] or xulgath[OB] (type is chosen based on the gherigo's personality rather than subspecies)
Cyclops	Papinijuwari[B5]
Serpentfolk[B2]	Psionic serpentfolk*
Non-psionic naga	Psionic naga (type is chosen based on the naga's personality and power level rather than subspecies)
Any creature not listed	Gains the qlippoth-corrupted* template

Qlippoth, Augnagar CR 14

XP 38,400

CE Huge outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +3; **Senses** darkvision 60 ft., scent, scentsight 30 ft., *pierce the veils*[UP]; Perception +22

DEFENSE

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)

hp 203 (14d10+126)

Fort +18, **Ref** +10, **Will** +9

DR 10/lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 50 ft., climb 50 ft., fly 50 ft. (average)

Melee bite +21 (2d6+11 plus 1d8 bleed, disease, and rotting curse), 3 claws +21 (1d8+11 plus 1d8 bleed and disease)

Space 15 ft.; **Reach** 15 ft. (30 ft. with claws)

Special Attacks horrific appearance (DC 21), psionic fist +1, violent destruction (30 ft., DC 26, 14d8)

Psi-Like Abilities (ML 14th; concentration +18)

Constant—*pierce the veils*[UP]

3/day—*fold space*[UP] (move action), *ward the mind*[PASP] (140 minutes, +4 bonus, 10-ft. radius)

1/day—*ultrablast*[UP] (14d6, DC 21)

STATISTICS

Str 32, **Dex** 9, **Con** 28, **Int** 5, **Wis** 20, **Cha** 19

Base Atk +14; **CMB** +27; **CMD** 36 (44 vs. trip)

Feats Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Psionic Fist[UP], Unavoidable Strike[UP]

Skills Climb +19, Fly +12, Perception +22, Stealth +24; Racial Modifiers +16 Stealth Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Wis and 1d8 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based

Horrific Appearance (Su) Creatures that succumb to an augnagar's horrific appearance are driven momentarily insane with fear. This results in 2 points of Charisma damage and leaves the victim confused for 1d3 rounds

Rotting Curse (Su) Bite—injury; *save* Fort DC 26; *frequency* 1/ day; *effect* 1d6 Con drain plus constant stench. A creature that suffers the rotting curse imparted

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by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. This functions as the stench universal monster rule, save that it affects all creatures except those that are immune to poison. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a DC 26 Fortitude save to negate this condition—those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts a –8 penalty on all Stealth checks attempted by the cursed victim. The save DC is Constitution-based.

Qlippoth, Behimiron CR 13

XP 25,600
CE Huge outsider (chaotic, evil, extraplanar, psionic, qlippoth)
Init +9; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, –2 size)
hp 189 (14d10+112)
Fort +17, **Ref** +11, **Will** +15
Defensive Abilities spines; **DR** 10/lawful; **Immune** cold, mind-affecting effects, negative energy, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 24

OFFENSE

Speed 30 ft.
Melee bite +23 (4d6+11 plus disease), slam +23 (2d8+16 plus disease), 4 antennae +21 touch (rot)
Space 15 ft.; Reach 15 ft. (20 ft. with slam)
Special Attacks create spawn, horrific appearance (DC 20), psionic fist +1, rot, violent destruction (30 ft., 14d8, DC 25)
Psi-Like Abilities (ML 13th; concentration +16)
At Will—*malefic metamorphosis*[APC] (2 effects, close range, DC 20)
3/day—*mindwipe*[UP] (4 negative levels, DC 18), *psionic blast*[UP] (5 rounds, DC 20)
1/day—*true terror*[UP] (3 rounds, 20-ft. area, DC 20)

STATISTICS

Str 32, **Dex** 21, **Con** 26, **Int** 7, **Wis** 22, **Cha** 17
Base Atk +14; **CMB** +27; **CMD** 42 (cannot be tripped)
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Psionic Fist[UP]
Skills Climb +28, Knowledge (planes) +15, Perception +23, Stealth +14
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Create Spawn (Ex) Once per day, a behimiron can plunge its trunk into a Small or larger corpse to swiftly consume the body's entrails, muscles, and skeleton, then shed its trunk in the hollowed-out body. This takes only 1 round, during which time the behimiron can activate its horrific appearance as a free action (creatures take a –4 penalty on saves against this activation of this ability). After this, the behimiron loses its slam attack for 1 hour, at which point the behimiron is affected by *heal injuries* (ML 13th) and grows a new trunk. During the course of this hour, the corpse swells and bloats, then rises as a fully grown, free-willed behimiron. A corpse savaged in this way can be restored to life only via *wish*, *miracle*, or *true resurrection*.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis and 1d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.
Horrific Appearance (Su) Creatures that succumb to a behimiron's horrific appearance become nauseated for1d4 rounds as they imagine the hideous sensation of the monster's trunk digging through their flesh.
Powerful Slam (Ex) The behimiron's trunk can make a slam attack with a reach of 20 feet. Attacks from this trunk always apply 1-1/2 times the qlippoth's Strength modifier to damage.
Rot (Su) A behimiron's antennae are secondary natural touch attacks. A creature touched by an antenna must succeed at a DC 25 Fortitude save or portions of its flesh rot away. This deals 1 point of Strength damage and 1 point of Constitution damage. The save DC is Constitution-based.
Spines (Ex) When a creature makes a non-reach melee attack against a behimiron, it must attempt a DC 22 Reflex save. A creature that fails this save takes 1d8 points of piercing damage as the qlippoth's spines reflexively stab at the attacker. The save DC is Dexterity-based.

Qlippoth, Cataboligne CR 16

XP 76,800
CE Gargantuan outsider (chaotic, evil, extraplanar, psionic, qlippoth)
Init +9; **Senses** darkvision 60 ft., thermal sight 120 ft.; Perception +26

DEFENSE

AC 31, touch 31, flat-footed 26 (+5 Dex, +20 natural, –4 size)
hp 241 (21d10+126)
Fort +18, **Ref** +17, **Will** +9
Defensive Abilities deflective carapace; **DR** 15/cold iron and lawful; **Immune** cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10; **PR** 27

OFFENSE

Speed 50 ft.
Melee bite +26 (4d8+7 plus poison and disease), 2 slams +31 (3d6+14 plus disease/19–20)
Space 20 ft.; **Reach** 20 ft.
Special Attacks demolish, devastating strike, disintegration beam, horrific appearance (DC 24), violent destruction (40 ft., 21d8, DC 25)

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STATISTICS

Str 38, **Dex** 21, **Con** 22, **Int** 3, **Wis** 14, **Cha** 19
Base Atk +21; **CMB** +39 (+41 bull rush, +43 sunder); **CMD** 54 (56 vs. bull rush and sunder)
Feats Awesome Blow, Combat Reflexes, Critical Focus, Focused Sunder[UP], Greater Sunder, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Psionic Sunder[UP]
Skills Perception +26, Swim +38
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Bite (Ex) A cataboligne's bite is a secondary attack.
Deflective Carapace (Su) A cataboligne's touch AC is modified by armor and natural armor bonuses, and the cataboligne ignores any armor penetration attacks against it may possess.
Demolish (Ex) As a full-round action, a cataboligne deals 12d6+28 points of damage to an adjacent structure.
Devastating Strike (Ex) A cataboligne's slam attacks ignore the first 10 points of hardness of objects and creatures it damages. A creature struck with a critical hit from a cataboligne's tail slap must succeed at a DC 34 Fortitude save or be stunned for 1 round. The save DC is Strength-based.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 24; *onset* 1 day; *frequency* 1/day; ***effect*** 1d10 Wis and 1d10 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.
Disintegration Beam (Su) As a standard action once every 1d4 rounds, a cataboligne can unleash a concentrated beam of pure obliteration from the spiky growth on its back. The cataboligne makes a separate ranged touch attack roll against each creature in a 60-foot line. Roll to confirm each critical threat separately. A creature or object hit by the disintegration beam takes 20d6 points of damage. An affected creature can reduce the damage to 5d6 with a successful DC 26 Fortitude save. Any creature reduced to 0 hit points or fewer by the disintegration beam is turned to dust and killed, as per *disintegrate*. The save DC is Constitution-based.
Horrific Appearance (Su) Creatures that succumb to a cataboligne's horrific appearance feel as though their bodies were falling to pieces. Affected creatures take 1d4 points of Dexterity damage.
Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; ***effect*** 1d4 Constitution drain plus stunned for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Qlippoth, Chernobue CR 12

XP 19,200
CE Large outsider (chaotic, evil, extraplanar, psionic, qlippoth)
Init +4; **Senses** *aura sight*[UP] 80 ft., darkvision 60 ft., scent; Perception +18
Aura misfortune (30 ft.)

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, –1 size)
hp 150 (12d10+84)
Fort +15, **Ref** +10, **Will** +11
DR 10/lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10; PR 23
Weaknesses light vulnerability

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee 2 slams +19 (1d6+8/19–20 plus 1 Con damage and disease), bite +19 (2d6+8 plus disease and poison), 2 tentacles +17 (1d6+4 plus disease)
Space 10 ft.; **Reach** 5 ft. (10 ft. with slams and tentacles)
Special Attacks horrific appearance (DC 20), violent destruction (20 ft., DC 23, 12d8)
Psi-Like Abilities (ML 12th; concentration +16)
Constant—*aura sight*[UP], *flight*[UP]
At Will—*control light*[UP], *mental disruption*[UP] (30 ft., DC 17), *phantasmagoria*[PASP] (DC 17, confuses)
3/day—*dispel psionics*[UP], *quickened control light*[UP], *ward the mind*[PASP] (120 minutes, +3 bonus, 10-ft. radius)
1/day—*planar travel*[UP]

STATISTICS

Str 26, **Dex** 18, **Con** 24, **Int** 13, **Wis** 17, **Cha** 19
Base Atk +12; **CMB** +21; **CMD** 35 (39 vs. trip)
Feats Blind-Fight, Improved Critical (slam), Lightning Reflexes, Power Attack, Multiattack, Metapsionic Ability[APC] (*control light*[UP], Quicken Power[UP])
Skills Acrobatics +19 (+23 when jumping), Escape Artist +19, Intimidate +19, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +15
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Aura of Misfortune (Su) A chernobue radiates an aura of evil malaise to a radius of 30 feet. All lawful or good creatures in this area take a –1 penalty on attack rolls and weapon damage rolls. Lawful good creatures take a –3 penalty and upon first entering the aura must succeed at a DC 20 Fortitude save or be sickened for as long as they remain in the area. The save DC is Charisma-based.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; ***effect*** 1d6 Wis and 1d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.
Horrific Appearance (Su) Creatures that succumb to a chernobue's horrific appearance become paralyzed with disgust for 2d6 rounds; a paralyzed creature gets a new save each round to recover from the effect, provided he is no longer aware of the chernobue or within 30 feet of it.
Light Vulnerability (Ex) A chernobue within an area of bright light takes 1 point of Constitution damage per minute it remains in the area.

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Poison (Su) Bite—injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d2 Con drain; cure 1 save. The thick, orange poison injected by a chernobue is semi-alive. As soon as the poisoned victim is cured of the poison (by succeeding at a save, being targeted with an effect like neutralize poison, or enduring the full duration of the poison), the orange fluid bursts from the victim's body, causing 1d6 Charisma damage and rendering the victim unconscious for 2d6 rounds unless he succeeds at a final DC 23 Fortitude save. The save DC is Constitution-based.

Qlippoth, Cythnigot CR 2

XP 600

CE Tiny outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +1; **Senses** darkvision 60 ft., *detect hostile intent*[UP], *detect psionics*[UP]; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +6, **Will** +2

DR 5/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +6 (1d6+1 plus spores)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks horrific appearance (10 ft., DC 9), violent destruction (10 ft., 3d8, DC 11)

Psi-Like Abilities (ML 7th; concentration +5)

Constant—*detect hostile intent*[UP], *detect psionics*[UP], *flight*[UP], *matter agitation*[UP]

1/day—*modify matter*[UP], *guidance of the ancestors*[PASP] (+8), *hypercognition*[UP] (ML 15th)

STATISTICS

Str 12, **Dex** 12, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +2; **CMD** 13 (21 vs. trip)

Feats Lightning Reflexes, Weapon Finesse

Skills Acrobatics +7 (+11 when jumping), Fly +15, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Stealth +15

Languages Aklo; telepathy (touch)

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 9;*onset* 1 day; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Cha Damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature succeeds at a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws attempted against any qlippoth's horrific appearance.

Spores (Su) Any creature bitten by a cythnigot must succeed at a DC 11 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled and can attempt a new DC 11 Fortitude save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple cythnigot bites on a creature do not stack. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.

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Qlippoth, Deinochos CR 5

XP 1,600
CE Small outsider (aquatic, chaotic, evil, extraplanar, psionic, qlippoth)
Init +4; **Senses** *aura sight*[UP] 60 ft., darkvision 60 ft., scent, superior scent 30 ft.; Perception +10

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)
hp 51 (6d10+18)
Fort +8, **Ref** +4, **Will** +6
Defensive Abilities shell; **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft., swim 20 ft.
Melee bite +9 (1d6+2 plus grab), 3 talons +8 (1d3+2)
Special Attacks gnaw, horrific appearance (DC 14), tenacious grab, violent destruction (10 ft., 6d8, DC 16)
Psi-Like Abilities (ML 7th; concentration +8)
Constant—*aura sight*[UP], *cloud mind*[UP] (3 targets, DC 15)

STATISTICS

Str 15, **Dex** 10, **Con** 17, **Int** 6, **Wis** 13, **Cha** 12
Base Atk +5; **CMB** +6 (+10 to grapple); **CMD** 17 (cannot be tripped)
Feats Improved Initiative, Lightning Reflexes, Weapon Focus (bite)
Skills Climb +19, Perception +10, Stealth +13, Swim +19
Languages Aklo; telepathy 100 ft.
SQ amphibious

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Wis and 1d4 Cha Damage; cure 2 consecutive saves. The save DC is Charisma-based.
Gnaw (Ex) When a deinochos grappling a creature succeeds at a combat maneuver check to continue the grapple and deal damage, it deals twice its normal bite damage (2d6+4) and the gnawed foe is sickened for1d4 rounds.
Horrific Appearance (Su) A creature that succumbs to a deinochos's horrific appearance endures a strange form of mental numbness that halves all of its speeds for 1d4 rounds.
Shell (Ex) As a swift action, a deinochos can withdraw into its shell. If it does sowhen itis grappling a creature, itremains affixed to the creature. While it remains in this state, it cannot move, activate its horrific appearance, or attack except to continue grappling a creature, but its armor bonus from natural armor increases by 4 as long as it maintains its retraction. Emerging from its shell is a move action.
Tenacious Grab (Ex) A deinochos can use its grab ability against a target of any size. A Medium or smaller creature grappled in this way gains the grappled condition, whereas a Large or larger target does not gain the grappled condition.

Qlippoth, Gongorinan CR 11

XP 12,800
CE Medium outsider (chaotic, evil, extraplanar, psionic, qlippoth)
Init +10; **Senses** all-around vision, darkvision 60 ft.; Perception +18

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)
hp 137 (11d10+77)
Fort +14, **Ref** +13, **Will** +7
DR 10/lawful; **Immune** cold, acid, mind-affecting effects, polymorph effects; **Resist** acid 10, electricity 10, fire 10; **PR** 22

OFFENSE

Speed 40 ft., climb 40 ft.
Melee +1 scimitar +18/+13/+8 (1d6+7/15–20), claw +15 (1d8+3 plus disease and bleed), sting +15 (1d4+3 plus disease and poison), pincer +15 (1d6+3 plus disease and grab)
Special Attacks bleed (1d6), constrict (1d6+7), horrific appearance (DC 20), oviposition, psionic fist +2, violent destruction (10 ft., 11d8, DC 22), web (+17 ranged, DC 22, 11 hp)
Psi-Like Abilities (ML 15th; concentration +16)
Constant—*defy gravity*[UP], *slip the bonds*[UP]
At Will—*suspend life*[UP]
3/day—*defensive precognition*[UP] (+4 bonus, swift action), *fuse flesh*[UP] (DC 23)
1/day—*brutalize wounds*[UP] (DC 21), *fold space*[UP] (move action), *matter manipulation*[UP] (DC 23)

STATISTICS

Str 23, **Dex** 23, **Con** 24, **Int** 13, **Wis** 18, **Cha** 20
Base Atk +11; **CMB** +17 (+21 grapple); **CMD** 34 (42 vs. trip)
Feats Combat Reflexes, Greater Psionic Fist[UP], Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack, Psionic Fist[UP]
Skills Acrobatics +20 (+24 when jumping), Climb +28, Disguise +16, Knowledge (planes) +15, Perception +18, Stealth +20 (+28 among rocks), Swim +17; **Racial Modifiers** +4 Acrobatics when jumping, +8 Disguise as a boulder while in statue form, +8 Stealth among rocks
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; save Fort DC 20; onset 1 day; frequency 1/day; effect 1d6 Wis and 1d6 Cha drain; cure 2 consecutive saves. The save DC is Charisma-based.
Horrific Appearance (Su) Creatures that succumb to a gongorinan's horrific appearance become confused for 1d4 rounds.
Oviposition (Su) A gongorinan can implant a stony egg the size of a human heart in the body of any Small or larger pinned, helpless, or willing creature as a full-

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round action that provokes an attack of opportunity. This action deals 1d4 points of Constitution damage to the victim. If the victim survives this damage, the egg takes root deep in the victim's body, links to his mind, and begins gestating. The egg grows rapidly, dealing 1 point of Intelligence drain every day to a minimum score of 1. Once this Intelligence drain affects a creature that already has an effective Intelligence score of 1, the egg "hatches" inside of the victim.

This causes the victim to immediately transform into a horrid animal, aberration, magical beast, or vermin (the exact choice is made by the gongorinan according to its strange goals and unknowable desires), whereupon it begins living out its new life via pure instinct—this effect otherwise functions as if it were *baleful polymorph* to which the creature had failed its secondary Will save to retain its personality. A gongorinan can command the actions of a creature that has undergone this transformation as if the victim had been affected by *dominate monster* (this works even on creatures that are normally immune to such effects as a result of being mindless) as long as the gongorinan is within 120 feet of the creature. The effect can be reversed by *break enchantment* (DC 22—treat the gongorinan's Hit Dice as its caster level), but cannot be dispelled

Poison (Ex) Sting—injury; *save* Fortitude DC 22 *frequency* 1/round for 6 rounds ***effect*** 1d3 Strength damage and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Qlippoth, Hydraggon CR 3

XP 800

CE Medium outsider (aquatic, chaotic, evil, extraplanar, psionic, qlippoth)

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +4, **Will** +2

Immune cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 10 ft., swim 40 ft.

Melee mwk short sword +6 (1d6+1/19–20), mwk trident +6 (1d8+3), tongue +2 (1d3+1 plus cloud memory) or 3 tongues +2 (1d3+1 plus cloud memory) or bite +7 (1d6+4 plus cloud memory and disease)

Special Attacks horrific appearance (DC 15), psionic weapon +1, violent destruction (10 ft., 4d10, DC 15)

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +7; **CMD** 17

Feats Improved Initiative, Psionic Weapon[UP], Two-Weapon Fighting

Skills Escape Artist +11, Knowledge (planes) +7, Perception +8, Stealth +7, Survival +8, Swim +18; **Racial Modifiers** +4 Escape Artist

Languages Aklo; telepathy 100 ft.

SQ amphibious, beacon

SPECIAL ABILITIES

Beacon (Su) Once per day as an immediate action, a hydraggon can emit a telepathic warning of danger to all hydraggons in a 100-mile radius. A qlippoth that receives this warning during or just before an initiative check gains a +4 bonus on that check.

Bite (Ex) A hydraggon cannot make a bite attack during a round in which it uses its tongue to attack (either with weapons or as a secondary tongue attack).

Cloud Memory (Su) When a hydraggon hits a creature with its tongue or bite attack, the target must succeed at a DC 15 Will save or have its memories clouded for 1d6 rounds (the creature takes a –3 penalty on this save if it was bitten instead of being struck by a tongue). During this time, the creature takes a –2 penalty on all attack rolls and skill checks, and it cannot use thought components when casting psychic spells. The save DC is Charisma-based.

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Disease (Su) Qlippoth Corruption: natural attack—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Wis and 1d3 Cha Damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su) A creature that succumbs to a hydraggon's horrific appearance becomes distracted by the monster's slithering coils and undulating tongues, and takes a –4 penalty on Perception checks and ranged attacks for 1d6 rounds.

Tongue (Ex) A hydraggon's strange tongue splits into three tentacles, each of which is capable of feats of manipulation equal to that of a human hand. A hydraggon can wield weapons in these tongues, but if it wields more than one weapon, it must fight as if using the two-weapon fighting option. Although most hydraggons opt to wield a one-handed weapon and a light weapon, some choose instead to wield a two-handed weapon and a one-handed or light weapon—doing so uses all three of its tongues and does not leave one free to make a tongue attack. When a hydraggon wields a two-handed weapon in this manner, it takes a –4 penalty on attacks with the two-handed weapon and a –8 penalty on attacks with its "off-hand" weapon. If a hydraggon has a free tongue, it can use it to make a secondary natural attack that deals 1d3 points of bludgeoning damage and clouds a victim's memory (see above).

Qlippoth, Iathavos CR 20

XP 307,200

CE Colossal outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init –1; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +37

Aura *affinity field*[UP, M], stench (DC 32, 10 rounds)

DEFENSE

AC 33, touch 3, flat-footed 33 (–1 Dex, +2 insight, +30 natural, –8 size)

hp 372 (24d10+240); fast healing 15

Fort +35, **Ref** +22, **Will** +35

Defensive Abilities ichor, never surprised or flat-footed; **DR** 15/cold iron and lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 30, electricity 10, fire 10; **PR** 31

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +31 (4d6+15/19–20 plus disease and grab), 4 wings +29 (2d8+7 plus disease) Space 30 ft.; Reach 30 ft.

Special Attacks abominable transformation, entropic beams, horrific appearance (DC 30), psionic fist +2, violent destruction (50 ft., 24d8, DC 32)

Psi-Like Abilities (ML 20th; concentration +28)

Constant—*affinity field*[UP, M], *fortify*[UP], *slip the bonds*[UP], *pierce the veils*[UP]

At Will—*concussive onslaught*[UP]*, *dispel psionics*[UP]*, *fold space*[UP]*, *fuse flesh*[UP] (DC 28), *greater psychoport*[UP], *planar travel*[UP], *phantasmagoria*[PASP] (DC 21, confuses), *soul feast*[PASP]*

3/day—*divert teleport*[UP], *mass ectoplasmic cocoon*[UP] (DC 25, 35-ft. radius), *matter manipulation*[UP] (DC 26), *psychosis*[UP] (DC 28, 4 targets), *ultrablast*[UP] (20d6, DC 27), *quickened fuse flesh*[UP] (DC 25)

1/day—*assimilate*[UP] (DC 28), *time regression*[UP]

STATISTICS

Str 40, **Dex** 8, **Con** 31, **Int** 29, **Wis** 30, **Cha** 27

Base Atk +24; **CMB** +47 (+51 grapple); **CMD** 62 (cannot be tripped)

Feats Awesome Blow, Critical Focus, Greater Psionic Fist[UP], Improved Bull Rush, Improved Critical (claw), Lightning Reflexes, Metapsionic Ability[APC] (*fuse flesh*[UP], Quicken Power[UP]), Multiattack, Power Attack, Power Penetration[UP], Psionic Fist[UP], Staggering Critical

Skills Bluff +35, Craft (Mechanical) +26, Escape Artist +23, Fly +26, Intimidate +35, Knowledge (engineering) +36, Knowledge (arcana) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (nature) +33, Knowledge (planes) +33, Perception +37, Sense Motive +37, Spellcraft +36, Stealth +10

Languages Aklo; telepathy 300 ft.

SPECIAL ABILITIES

Abominable Transformation (Su) If an iathavos establishes a hold on a creature of Large or smaller size, it can place that creature deep within the bristly folds of its flesh. Treat this as an engulf attack, except that at the start of the iathavos's turn, an engulfed creature must succeed at a DC 30 Fortitude save or be transformed into a nyogoth qlippoth* that immediately squirms out of the iathavos's body to serve its new master.

Creatures transformed into nyogoths are not controlled by the iathavos, but function and behave as if they were typical members of that species—they retain no memories or abilities they may have possessed in their previous lives. Items held or worn by the unfortunate victim remain lodged within the folds of the iathavos's body and can only be retrieved if the iathavos is helpless or dead. A creature transformed into a nyogoth in this manner can be restored to its true shape via *cleanse spirit*[UP] or *reality revision*[UP, M]. Otherwise, slaying the nyogoth allows the soul to be restored to life via *reality revision*[UP, M]. The save DC is Charisma-based.

Disease (Su) Qlippoth Corruption: natural attack—injury; *save* Fort DC 30; *onset* 1 day; *frequency* 1/day; *effect* 3d6 Wis and 3d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Entropic Beams (Su) As a standard action once every minute, an iathavos can fire beams of entropic energy from its 10 eyes. Each of these beams of energy can be directed at a single target within 300 feet of the iathavos,

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but no more than one beam may be directed at any one Creature. Beams that are not directed at a creature are wasted. The qlippoth must make a +15 ranged touch attack to hit with each beam. Each beam has the same effect as a ML 20th *disintegration*[UP] (40d6 damage, DC 35 Fortitude partial for 5d6 damage), except a creature killed by this damage explodes in a 5-foot burst of energy, flesh, shadow, and smoke instead of turning into dust. Any creature in this burst must succeed at a DC 32 Will save or be staggered for 1 round. The save DCs are Constitution-based.

Horrific Appearance (Su) Creatures that succumb to the iathavos's horrific appearance are affected by a *mental evolution*[APC] power (save that it does not function on creatures with less than 3 Intelligence) and permanently blinded.

Ichor (Su) As long as the iathavos has taken any hit point damage, thick and stringy ropes of black ichor weep from the fissures and folds in its bristly hide. This ichor extrudes from the Creature's body in a writhing nimbus of filaments at a rate of 5 feet per round, to a maximum range equal to its reach (30 feet). At the start of the iathavos's turn, all creatures in reach of these strands of ichor must succeed at a DC 32 Reflex save or become entangled. At the start of the iathavos's turn, all creatures entangled by the ichor take 4d6 points of acid damage. If the qlippoth ends its turn with no hit point damage, the ichor melts away into harmless mist, releasing all entangled creatures. The save DC is Constitution-based.

Stench (Su) The iathavos's stench ability is supernaturally disgusting—creatures that succumb to this ability are nauseated, while those that save are still sickened.

Qlippoth, Nyogoth CR 10

XP 9,600

CE Medium outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +5; **Senses** darkvision 60 ft.; Perception +17

Aura *corrosive aura*[UP] (10d6, DC 18), *untouchable aura*[UP] (DC 18, affects all types of attacks)

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)

hp 125 (10d10+70)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities acid spray; DR 10/lawful; **Immune** acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee 4 bites +15 (1d6+3/19–20 plus 1d4 acid and disease), bite +15 (2d6+4/19–20 plus 1d4 acid and disease)

Special Attacks horrific appearance (DC 18), psionic fist +1, violent destruction (10 ft., 10d8, DC 22)

Psi-Like Abilities (ML 10th; concentration +13)

Constant-*corrosive aura*[UP], *untouchable aura*[UP]

At Will—*exhalation of the black dragon*[UP] (5d6)

7/day—*true terror*[UP] (DC 18, 20-ft. radius spread, stunned for 2 rounds)

1/day—*fold space*[UP]

STATISTICS

Str 16, **Dex** 21, **Con** 24, **Int** 9, **Wis** 19, **Cha** 16

Base Atk +10; **CMB** +13; **CMD** 28 (cannot be tripped)

Feats Combat Reflexes, Improved Critical (bite), Power Attack, Psionic Fist[UP], Weapon Finesse

Skills Fly +22, Knowledge (planes) +12, Perception +17, Spellcraft +12, Stealth +18

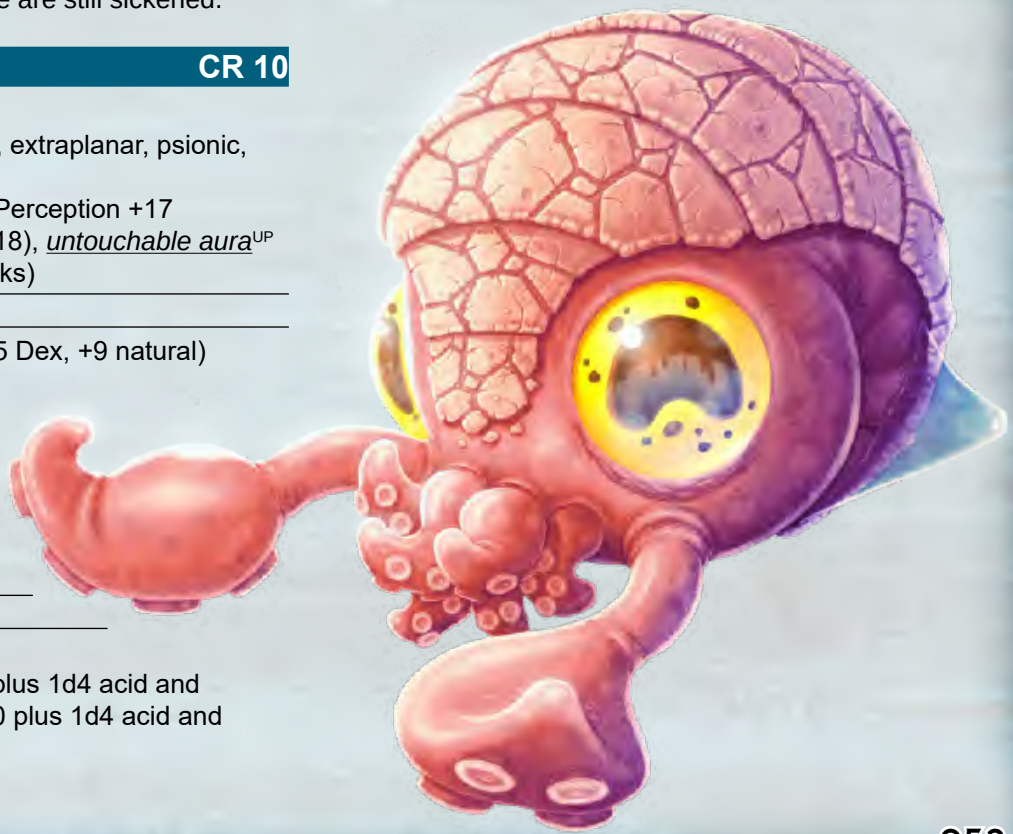
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Acid Spray (Su) A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the nyogoth take 1d6 points of acid damage (2d6 acid damage if the attack is a critical hit).

Disease (Su) Qlippoth Corruption: natural attack—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis and 1d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to a nyogoth's horrific appearance become nauseated for 1d8 rounds.



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Qlippoth, Shoggti CR 7

XP 3,200
CE Large outsider (chaotic, evil, extraplanar, psionic, qlippoth)
Init +7; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)
hp 80 (7d10+42)
Fort +11, **Ref** +5, **Will** +9
Defensive Abilities uncanny dodge; **DR** 10/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee bite +12 (1d8+6 plus disease), 4 tentacles +8 (1d4+3 plus disease and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks braincloud, constrict (1d4+6), horrific appearance (DC 15), psionic study, violent destruction (20 ft., 7d8, DC 19)
Psi-Like Abilities (ML 7th; concentration +9)
At Will—*empathic connection*[UP] (DC 16, can affect humanoids, animals, fey, magical beasts, monstrous humanoids, dragons, aberrations, elementals, and outsiders), *natural linguist*[UP]
3/day—*compelling voice*[UP] (DC 16, affects up to 3 creatures), *feat leech*[UP] (DC 16, 4 feats)
1/day—*fold space*[UP]

STATISTICS

Str 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 15
Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)
Feats Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (tentacles)
Skills Escape Artist +13, Intimidate +16, Knowledge (planes) +11, Perception +18, Sense Motive +14, Spellcraft +11, Use Magic Device +16; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device
Languages Aklo; telepathy 100 ft.

SPECIAL ABILITIES

Braincloud (Su) Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their psi-like abilities against them.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Wis and 1d4 *Cha* Damage; cure 2 consecutive saves. The save DC is Charisma-based.
Horrific Appearance (Su) Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).
Psionic Study (Su) Shoggti are adept at using psionic items and can activate power trigger and power completion items as if they knew and could manifest the powers stored within.

Qlippoth, Thognorok CR 4

XP 1,200
CE Medium outsider (aquatic, chaotic, evil, extraplanar, psionic, qlippoth)
Init -1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)
hp 37 (5d10+10)
Fort +6, **Ref** +0, **Will** +5
Defensive Abilities all-around vision; amorphous, **DR** 5/ cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 15

OFFENSE

Speed 20 ft., swim 30 ft.
Melee 3 bites +7 (1d6+1 plus disease and poison)
Special Attacks acid web (+4 ranged, DC 16, 5 hp), horrific appearance, poison, violent destruction (10 ft., 5d8, DC 14)
Psi-Like Abilities (ML 5th; concentration +6)
3/day—*corrosive aura*[UP] (DC 14, 5d6), *dissolving touch*[UP] (5d6), *expose weakness*[UP] (DC 14)
1/day—*phantasmagoria*[PASP] (DC 14)

STATISTICS

Str 13, **Dex** 8, **Con** 15, **Int** 8, **Wis** 13, **Cha** 12
Base Atk +5; **CMB** +6; **CMD** 15 (cannot be tripped)
Feats Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite)
Skills Climb +9, Intimidate +9, Knowledge (geography) +7, Perception +9, Stealth +10, Swim +9
Languages Aklo; telepathy 100 ft.
SQ amphibious, compression

SPECIAL ABILITIES

Acid Web (Su) This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Wis and 1d3 Cha Damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
Horrific Appearance (Su) Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qlippoth's constantly sprouting and waving insectile legs, becoming sickened for1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.

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Poison (Su) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; ***effect*** 1d2 Str; *cure* 2 consecutive saves.

Qlippoth, Thulgant CR 18

XP 153,600

CE Large outsider (chaotic, evil, extraplanar, qlippoth)

Init +12; **Senses** darkvision 60 ft., *pierce the veils*[UP]; Perception +31

DEFENSE

AC 29, touch 21, flat-footed 17 (+12 Dex, +8 natural, –1 size)

hp 290 (20d10+180); fast healing 10

Fort +32, **Ref** +37, **Will** +25

Defensive Abilities evasion; **DR** 15/cold iron and lawful; **Immune** acid, cold, poison, mind-affecting effects; **Resist** acid 10, electricity 10, fire 10; **PR** 25

OFFENSE

Speed 40 ft., climb 40 ft., fly 60 ft. (good)

Melee 3 stings +27 (1d6+8/19–20 plus ability drain and disease), 5 tentacles +22 (1d6+4 plus 2d6 acid and disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks horrific appearance (DC 27), psionic fist +2, savage stingers, violent destruction (20 ft., 20d8, DC 29)

Psi-Like Abilities (ML 18th; concentration +25)

Constant—*greater concealing amorpha*[UP], *fortify*[UP], *pierce the veils*[UP], *slip the bonds*[UP]

At Will—*dispel psionics*[UP]*, *fold space*[UP] (move action), *phantasmagoria*[PASP] (DC 20, confuses), *telekinetic force*[UP] (575 lbs.)

3/day—*energy wave*[UP] (18d6, DC 26), *fuse flesh*[UP] (DC 26), *quickened brutalize wounds*[UP] (DC 23), *quickened fold space*[UP]

1/day—*planar travel*[UP], *psychokinetic sphere*[UP] (DC 25), *tornado blast*[UP] (18d6, DC 26), unravel psionics[UP] (DC 26)

STATISTICS

Str 26, **Dex** 34, **Con** 29, **Int** 24, **Wis** 27, **Cha** 25

Base Atk +20; **CMB** +29; **CMD** 55 (71 vs. trip)

Feats Combat Reflexes, Critical Focus, Dimensional Agility[UM], Greater Psionic Fist[UP], Improved Critical (sting), Lightning Reflexes, Metapsionic Ability[APC] (*brutalize wounds*[UP], Quicken Power[UP]), Metapsionic Ability[APC] (*fold space*[UP], Quicken Power[UP]), Psionic Fist[UP], Psionic Meditation[UP]

Skills Acrobatics +35 (+39 jump), Autohypnosis[UP] +31, Climb +36, Craft (Mechanical) +30, Fly +33, Intimidate +27, Knowledge (nature) +30, Knowledge (geography) +30, Knowledge (planes) +30, Perception +31, Sense Motive +31, Spellcraft +27, Stealth +31

Languages Aklo; telepathy 100 ft.

SQ kinslayer

SPECIAL ABILITIES

Ability Drain (Su) A thulgant's stingers each drain a different ability score on a hit. One stinger drains 1d4 points of Strength, another drains 1d4 points of Dexterity, and the third drains 1d4 points of Charisma. Any sting's drain is negated by a DC 29 Fortitude save. The save DC is Constitution-based.

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 27; *onset* 1 day; *frequency* 1/day; ***effect*** 2d6 Wis and 2d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to a thulgant's horrific appearance are stunned for 1d4 rounds and take 1d6 points of Wisdom damage.

Kinslayer (Su) A thulgant gains a +10 racial bonus on manifester level checks to penetrate power resistance. Its attacks are treated as cold iron and lawful for the purpose of overcoming damage reduction.

Savage Stingers (Su) If a thulgant hits a single target with all three stings in the same round, it tears through the victim's body, dealing an extra 3d6+12 points of damage and draining an additional 2 ability points from all six of the victim's ability scores. A single DC 29 Fortitude save negates all of this additional ability drain. The save DC is Constitution-based.

Qlippoth, Utukku CR 8

XP 4,800

CE Medium outsider (chaotic, evil, extraplanar, psionic, qlippoth, shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 103 (9d10+54)

Fort +9, **Ref** +11, **Will** +13

DR 10/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **PR** 19

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OFFENSE

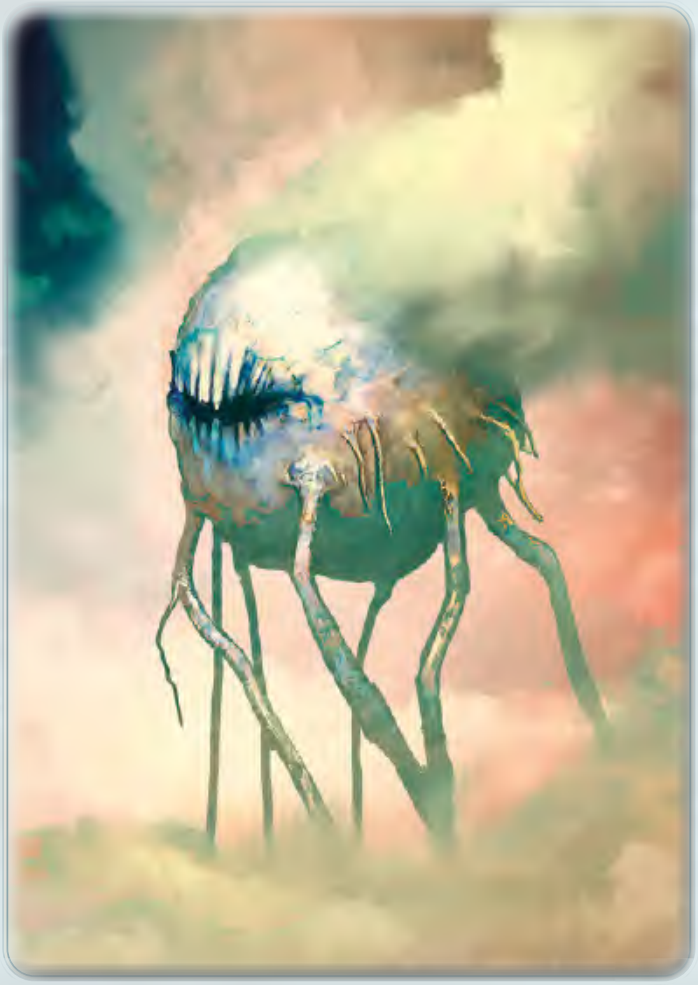
Speed 30 ft.
Melee 2 slams +16 (2d6+7 plus consume humanity and disease) or touch +16 (consume humanity)
Special Attacks calming touch (8/day, 1d6+8), consume humanity, horrific appearance (DC 18), rebuke death (8/day, 1d4+4), violent destruction (10 ft., 9d8, DC 20)
Psi-Like Abilities (ML 8th; concentration +12)
Constant—*escape detection*[UP]
3/day—*empathic condition relief*[UP] (1d2+3 rounds), *false sensory input*[UP] (2 targets, DC 17), *forced share pain*[UP] (DC 18), *moment of terror*[UP] (DC 18), *psychic bodyguard*[UP] (3 saves), *shared mend body*[UP] (4d8)
1/day—*incite passion*[UP] (DC 18), *planar travel*[UP]

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 18, **Wis** 21, **Cha** 18
Base Atk +9; **CMB** +16; **CMD** 31
Feats Deceitful, Improved Initiative, Iron Will, Metapsionic Ability[APC] (*mend body*[UP], Shared Power[UP]), Skill Focus (Stealth)
Skills Bluff +18, Diplomacy +13, Disguise +18, Knowledge (engineering) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +17, Sense Motive +17, Stealth +20, Use Magic Device +16
Languages Aklo, Common, Draconic; telepathy 100 ft.
SQ change shape (consume humanity target; *minor metamorphosis*[UP], ML 8th), false prophet (Community, Healing), healer's blessing, unity (1/day)

SPECIAL ABILITIES

Consume Humanity (Su) When an utukku hits a humanoid with a slam attack, it siphons away some of that creature's humanity, leaving its victim warped and deformed. The victim must succeed at a DC 18 Fortitude save or take 1d4 points of Charisma drain. An utukku can consume humanity as a touch attack instead. It can use change shape only to assume the appearance of the last humanoid it used this ability on. The save DC is Charisma-based.
Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 18; *onset* 1 day; *frequency* 1/day; *effect* 2d3 Wis and 2d3 Cha Damage; *cure* 2 consecutive saves. The save DC is Charisma-based.
False Prophet (Su) An utukku gains access to the granted powers of any two domains as per a cleric of a level equal to its CR (8th level for the typical utukku). The sample utukku possesses the community and healing domains
Horrific Appearance (Su) Creatures that succumb to an utukku's horrific appearance are staggered for 1d4 rounds.



Qlippoth, Wilbopik — CR 15

XP 51,200
CE Huge outsider (aquatic, chaotic, evil, extraplanar, psionic, qlippoth)
Init +8; **Senses** *aura sight*[UP] 80 ft., darkvision 60 ft., *pierce the veils*[UP], scent; Perception +32

DEFENSE

AC 30 touch 12, flat-footed 26 (+4 Dex, +18 natural, –2 size)
hp 217 (15d10+135); fast healing 10
Fort +18, **Ref** +9, **Will** +15; +24 vs. mind-affecting effects
DR 15/lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., swim 80 ft.
Melee 6 tentacles +26 (1d8+5 plus disease and grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks horrific appearance (DC 23), psionic fist +2, violent destruction (30 ft., 15d8, DC 27)
Psi-Like Abilities (ML 15; concentration +20)
Constant—*aura sight*[UP], *personal barred mind*[UP], *pierce the veils*[UP]

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At Will—*cloud mind*[UP]* (DC 23), *complex false sensory input*[APC]* (DC 23), *greater psychoport*[UP] (self plus 50 pounds of material only), *mind thrust*[UP] (15d10, DC 23), *moment of terror*[UP] (DC 19, penalty even on successful save), wrench[UP]

3/day—*alienation*[UP] (5 targets, DC 23), *anchored navigation*[UP], *psionic blast*[UP] (6 rounds, DC 23), *quickened wrench*[UP], *remote viewing*[UP] (DC 19, 40 ft.), *sensory cascade*[UP] (DC 19, permanent)

1/day—*beckoning*[APC]*, *mindhunter*[UP]

STATISTICS

Str 30, **Dex** 18, **Con** 29, **Int** 19, **Wis** 22, **Cha** 21

Base Atk +15; **CMB** +27 (+31 grapple); **CMD** 41 (cannot be tripped)

Feats Greater Psionic Fist[UP], Improved Initiative, Metapsionic Ability[APC] (*wrench*[UP], Quicken Power[UP]), Power Penetration[UP], Psionic Fist[UP], Psionic Meditation[UP], Unavoidable Strike[UP], Weapon Focus (tentacle)

Skills Autohypnosis[UP] +24, Intimidate +23, Knowledge (engineering) +22, Knowledge (geography) +19, Knowledge (planes) +19, Perception +32, Spellcraft +22, Stealth +19, Survival +24, Swim +36; **Racial Modifiers** +8 Perception, +4 Stealth, +8 Swim

Languages Aklo; telepathy 1 mile

SQ amphibious, anomaly field, plague sense

SPECIAL ABILITIES

Anomaly Field (Su) The area out to one mile around a wilbopik is difficult to interact with using magic or psionics. Scrying abilities targeting the area automatically fail, and extradimensional travel within the area is barred as per *dimensional lock*. A wilbopik can suppress or reactivate this ability as a standard action

Disease (Su) *Qlippoth Corruption*: natural attack—injury; save Fort DC 23; onset 1 day; frequency 1/day; effect 2d4 Wis and 2d4 Cha drain; cure 2 consecutive saves. The save DC is Charisma-based

Horrific Appearance (Su) Creatures that succumb to a wilbopik's horrific appearance take 1d6 points of Wisdom drain and are staggered for 3 rounds

Plague Sense (Su) When a wilbopik detects a creature with its scent ability, it automatically knows whether that creature has been corrupted by qlippoth corruption, is currently affected by qlippoth corruption, or is not affected by qlippoth corruption.

A carapaced globule seems to drift through the water, its shell pocked with soft and pulsating craters. A single eye-lined tentacle extends downwards from the bottom, the end splitting into six grasping strands that monitor the surrounding waters. Wilbopiks serve as sentries for the qlippoth of Vandara, harnessing their clairsentient abilities to locate any being that would cross the southern waters.

Qlippoth Lords

A Qlippoth Lord is a powerful and unique qlippoth with special abilities. They are widely considered leaders of the qlippoth, although this position is dubious.

- Qlippoth Lord Traits: Qlippoth Lords possess the following traits.
- Immunity to cold, death effects, mind-affecting effects, and poison.
- Resistance to acid 30, electricity 30, and fire 30.
- Horrific Appearance (Su): This ability functions similarly to the typical qlippoth ability, save that Qlippoth Lords' horrific appearances often create physical effects and changes in their victims. Despite these physical effects, a Qlippoth Lord's horrific appearance remains a mind-affecting effect.
- Summon qlippoth (Sp): Once per day, a Qlippoth Lord can summon any qlippoth or combination of qlippoth whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th–level power.
- Telepathy 300 feet.
- A Qlippoth Lord's natural weapons, as well as any weapon it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- Qlippoth Lords can grant spells to their worshipers. Granting spells does not require any specific action on the Qlippoth Lord's behalf. All Qlippoth Lords grant access to the domains of Chaos, Evil, and Psionics; in addition, they grant access to two other domains and a favored weapon that vary according to each Qlippoth Lord's themes and interests. Each Qlippoth Lord also grants access to four subdomains.

Aristeian Qlippoth Lords

Although the aristeian state of any qlippoth is terrifying (see the aristeian qlippoth template), a rampaging Qlippoth Lord spells catastrophe wherever and whenever it emerges. It is only in their aristeian state that the Qlippoth Lords will leave their seclusion and go on the offensive, striking all across Vandara with their enhanced abilities. In addition to the normal benefits of the aristeian template, the Qlippoth Lord gains the following abilities (with the exception of the mythic ability, the statistics presented on the following pages do not include these abilities).

- **Mythic**: An aristeian Qlippoth Lord functions as a 10th-rank mythic creature, including having the mythic power[MA] ability (10/ day, surge +1d12). It can expend uses of mythic power to use the mythic version of any psi-like ability denoted with a superscript "M," just as if the ability were a mythic power.

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- **Rejuvenation**: The mind of a Qlippoth Lord that is somehow slain while aristeian merges with a qlippoth of the lord's choosing, selected from any living qlippoth on the same planet as the Qlippoth Lord. This functions as per the *true mind switch*[UP] power, except there is no save to avoid its effect and the typical qlippoth power resistance and immunity to mind-affecting effects offer no protection. After 1d10 years, the qlippoth transforms into a new incarnation of its previous body as a Qlippoth Lord, but if slain before this transformation, the Qlippoth Lord is forever dead.
- **Supreme Psi-Like Abilities**: A Qlippoth Lord can use the following Psi-Like Abilities once per day, augmented however they wish: *beckoning*[APC], *cosmic perspective*[APC], *greater modify matter*[UP], *metafaculty*[UP], *reality revision*[UP, M], *shared major metamorphosis*[UP] (ML 18th) (when used on other qlippoth or creatures affected by qlippoth corruption, the polymorph duration factor increases by 6), *true creation*[UP, M], and violate identity[APC]. Certain Qlippoth Lords are capable of using some of these abilities outside aristeia and if so they are capable of using any of these psi-like ability they normally could use a limited number of times per day at-will instead.

Qlippoth Lord, Askyjoth CR 24

XP 1,228,800

CE Huge outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +10; **Senses** all-around vision, *aura sight*[UP], *pierce the veils*[UP], see in darkness; Perception +37

Aura *phrenic overload*[APC] (80 ft., DC 29)

DEFENSE

AC 39, touch 15, flat-footed 32 (+6 Dex, +1 dodge, +24 natural, –2 size)

hp 403 (26d10+260); regeneration 15 (lawful)

Fort +25, **Ref** +21, **Will** +16

Defensive Abilities multidimensional being, negative energy affinity; **DR** 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

DEFENSE

Speed fly 60 ft. (perfect)

Melee 6 Bites +34 (3d8+10 plus disease)

Space 15 ft.; **Reach** 15 ft.

Special Attacks consume spirit, desolation echo, horrific appearance (DC 32), spiritual dominion, veil of ruin (DC 32), violent destruction (26d8, 30 ft., DC 33)

Psi-Like Abilities (ML 20th; concentration +29)

Constant—*aura sight*[UP], *phrenic overload*[APC] (DC 29, AC penalty, confusion, and automatic mind-reading), *pierce the veils*[UP], *slip the bonds*[UP]

At Will—*accelerated entropy*[PAC2, M] (DC 29, object up to 2,000 lbs.), *aura of decay*[PASP] (DC 23), *death pact*[PASP*], *dispel psionics*[UP*], *ghostward*[PAC2, M], *greater psychoport*[UP], *inverse possession*[PASP*], *modify matter*[UP], *phantasmagoria*[PASP] (DC 22, causes confusion), *scales of damnation*[PASP*], *shaken the mortal coil*[PASP*] (200 damage, DC 29) *telekinetic force*[UP] (625 lbs., DC 29), telekinetic maneuver[UP] (+6 bonus)

3/day—*heartbinding*[PASP] (may end to heal 3d8+20), *horrid transformation*[PASP] (DC 26, may target corporeal creatures), *living haunter*[PASP*], *quickened moan of the sorrowful dead*[PASP*] (ML 14)

1/day—*rending the veil*[PASP] (DC 28), summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 30, **Dex** 22, **Con** 30, **Int** 26, **Wis** 26, **Cha** 28

Base Atk +26; **CMB** +38; **CMD** 55

Feats Combat Expertise, Dodge, Greater Psionic Endowment[UP], Harmonic Resilience[APC], Improved Initiative, Lightning Stance, Metapsionic Ability[APC] (*moan of the sorrowful dead*[PASP], *Quicken Power*[UP]), *Power Attack*, Psionic Endowment[UP], Wind Stance

Skills Acrobatics +34, Craft (mechanical) +37, Fly +34, Intimidate +38, Knowledge (dungeoneering) +37, Knowledge (history) +37, Knowledge (geography) +37,

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Knowledge (planes) +37, Knowledge (psionics) +37, Knowledge (religion) +37, Perception +37, Sense Motive +37, Spellcraft +37, Stealth +26

Languages Aklo; telepathy 300 ft.

SQ Qlippoth Lord traits, spiritual dominion

SPECIAL ABILITIES

Consume Spirit (Su) Any creature that dies within 300 feet of Askyjoth has their soul destroyed violently, fueling the Qlippoth Lord's powers. Such creatures explode into a burst of negative energy which deals 10d6 points of damage to the nearest creature (DC 33 Will save half), before arcing to the next-closest creature and dealing the same effect, continuing until it has affected a number of creatures equal to the destroyed creature's Hit Dice. If no creature is within 60 feet of an affected creature, the damage does not arc to a new target.

No creature can be affected more than once by the same instance of this ability. The save DC is Charisma-based. For each creature within 300 feet of Askyjoth which dies, Askyjoth takes the soul of the fallen creature into itself, gaining 50 temporary hit points and ending any one power, spell, or condition that Askyjoth is currently affected by. These temporary hit points stack with each other. The deceased creature's soul is destroyed and cannot be resurrected by any means.

Desolation Echo (Su) Askyjoth is immune to any psi-like ability possessed by any undead creature under its control. Askyjoth can use such non-constant psi-like abilities as if possessed them

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 32; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based

Horrific Appearance (Su) Creatures that succumb to Askyjoth's horrific appearance gain the cowering condition for 1d6 rounds as they are overcome with raw existential terror. This ability affects any intelligent creature, even those normally immune to fear. At the start of each round thereafter, a creature stunned in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 33 Will save to end the effect and act normally on that round, or accept the chaos into its soul and ignore any further incapacitation from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement*, but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Askyjoth

Multidimensional Being (Su) Askyjoth exists simultaneously in the ethereal and material planes, mitigating threats from both realms. All damage that Askyjoth takes from any weapon or ability that does not deal full damage to corporeal or incorporeal creatures is halved (for example, Askyjoth would take full damage from a *ghost touch* weapon, but not a +5 weapon). This damage is halved after applying damage reduction. As a swift action, Askyjoth can choose to alternate between being multidimensional, wholly corporeal, or wholly ethereal. While ethereal or corporeal, Askyjoth loses the damage resistance that comes from this ability. However, Askyjoth becomes immune to incorporeal effects (such as incorporeal touch attacks) while corporeal and gains all benefits of the *greater ethereal form*[UP] power while ethereal

Spiritual Dominion (Su) Any evil or chaotic living creatures within 300 feet of Askyjoth is bound to the land of the living by profane means, compelling their body and soul to remain active in spite of their destruction. Immediately after they die and Consume Spirit is activated, such creatures return to life with the Forsaken Lich template and are completely under the control of Askyjoth. If the creature's body was destroyed or rendered unusable by the attack that killed it, the creature returns as a ghost under Askyjoth's control, save that the ghost lacks the rejuvenation ability and is destroyed automatically after 24 hours. In addition, any creature created by Askyjoth's *death pact*[PASP] psi-like ability is under its control regardless of how the power is augmented

Veil of Ruin (Su) As a full-round action, Askyjoth can conjure up to three 20-foot radius, 300-foot tall cylinders called veils of ruin within 300 feet of itself. Askyjoth may move any of these veils of ruin up to 60 feet as part of a move action to move or up to 100 feet as a standard action. A creature who is moved into a veil of ruin or is in the location where a veil would move to or appear is allowed a DC 32 Reflex save to move out of the way. The area inside of a veil of ruin is considered another plane and can only be escaped using an ability that allows planar travel. Effects that do not work across planar boundaries do not function from outside the veil to the inside, or vice versa.

If a veil moves while a creature or object is inside, those entities move with the veil. Askyjoth as well as any undead it has created may move freely in and out of a veil of ruin. While inside the veil, a creature or object takes 20d6 points of damage per round that ignores damage reduction and hardness. Those who die within the veil are subject to Askyjoth's Consume Spirit and Spiritual Dominion abilities. When inside its own veil, Askyjoth's regeneration increases from 15 to 40. Askyjoth can keep its veils active for 3 consecutive rounds, after which it must spend another full-round action to reactivate them.

A pulsating black void rings itself with transparent ectoplasmic orbitals, this debris periodically coalescing into jagged maws. Three particular rings seem to jitter in response to psionic activity, coming loose to form immense pillars of planar disconnection should the Qlippoth Lord will them to do so. Spectral figures of no discernable shape can be seen shifting within the orbital core, perhaps prisoners and perhaps orchestrators of the otherworldly horror.

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Qlippoth Lord, Estidoth CR 24

XP 1,228,800

CE Huge Outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +13; Senses all-around vision, *aura sight*[UP], darkvision 60 ft., *pierce the veils*[UP]; Perception +36

Aura *phrenic overload*[APC] (80 ft., DC 28)

DEFENSE

AC 42, touch 18, flat-footed 32 (+9 Dex, +1 dodge, +24 natural, –2 size)

hp 429 (26d10+286); regeneration 15 (lawful)

Fort +28, **Ref** +24, **Will** +15

DR 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 34

OFFENSE

Speed 240 ft., fly 240 ft. (perfect)

Melee 8 slams +37 (4d6+13/x4 plus disease and exile strike)

Space 15 ft.; **Reach** 15 ft. (see spacial reach)

Special Attacks exile strike (DC 31), interplanar blows, horrific appearance (DC 31), psionic fist +2, spacial reach, violent destruction (26d8, 30 ft., DC 34)

Psi-Like Abilities (ML 20th; concentration +28)

Constant—*adapt body*[UP], *aura sight*[UP], *catfall*[UP], *flight*[UP], *phrenic overload*[APC] (DC 28, AC penalty, confusion, and automatic mind-reading), *pierce the veils*[UP], *slip the bonds*[UP]

At Will—*borrowed future self*[PAC2] (200 minutes, may designate actions), *dispel psionics*[UP]*, *interplanetary psychoport*[APC], *hustle*[UP], *lift*[UP], M (DC 21), sidestep, *fold space*[UP, M] (move action), *greater ethereal form*[UP], *trace psychoport*[UP] (medium), *reposition*[APC]*

3/day—*quickened wrench*[UP], *banish*[UP, M] (DC 27, +4 bonus), *retrieve*[UP] (DC 25, 290 lbs.), ethereal passage[UP, M], *cosmic perspective*[APC] (may manifest powers)

1/day—*time regression*[UP, M], summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 36, **Dex** 28, **Con** 32, **Int** 22, **Wis** 24, **Cha** 26

Base Atk +26; **CMB** +41; **CMD** 61

Feats Combat Reflexes, Dirty Fighting[DTT], Dodge, Greater Psionic Fist[UP], Improved Initiative[M], Metapsionic Ability[APC] (*wrench*[UP], Quicken Power[UP]), Mobility, Power Attack, Psionic Fist[UP], Snatch, Spring Attack, Unavoidable Strike[UP], Whirlwind Attack

Skills Acrobatics +36, Bluff +34, Craft (mechanical) +35, Escape Artist +35, Knowledge (dungeoneering) +32, Knowledge (geography) +32, Knowledge (planes) +35, Knowledge (psionics) +35, Perception +36, Sense Motive +36, Spellcraft +35, Stealth +27

Languages Aklo; telepathy 300 ft.

SQ Qlippoth Lord traits, spacial dance, violate restrictions

SPECIAL ABILITIES

Disease (Su) Qlippoth Corruption: natural attack—injury; *save* Fort DC 31; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Exile Strike (Su) When Estidoth makes an attack against a creature, that creature must succeed at a DC 31 Will save or be transported to another location within 1,200 feet. Creatures that are not native to whatever plane Estidoth is attacking them on are instead affected as if by the *banish*[UP] power. On a critical hit, a creature must instead save or be transported to a plane of Estidoth's choice. A creature which successfully saves against exile strike cannot be affected by the ability for 1 round. The save DC is Charisma-based.

Horrific Appearance (Su) Estidoth's horrific appearance scrambles the very fabric of space. Any creature that succumbs to Estidoth's horrific appearance is teleported to a location of the Qlippoth Lord's choice within 300 feet of Estidoth. At the start of each round thereafter for 5 rounds, a creature teleported in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 31 Will save to avoid being teleported 5d20 feet in a random direction (roll d8 to determine direction), or accept the chaos into its soul and ignore any further teleportations from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Estidoth.

Interplanar Blows (Su) Estidoth's attacks deal full damage to ethereal and incorporeal creatures, and never suffer from miss chance as a result of concealment or effects such as blink and *concealing amorpha*[UP]. In addition, Estidoth's slam attacks have a x4 critical damage multiplier.

Spacial Dance (Su) As a move action, Estidoth may transport itself to anywhere in the multiverse, as the *interplanetary psychoport*[APC] power if it is moving within the same plane or the *planar travel*[UP] power with zero chance of mishap if it is moving between planes. If Estidoth expends its psionic focus, it may use this ability as a swift action. If it has any creatures grappled or otherwise in physical contact with it, it may take them with it when it uses this ability. Due to the limitations of the Silicon Barrier, Estidoth is limited to travel on Vandara so long as the barrier remains in place.

Spacial Reach (Su) Estidoth's attacks reach through space, defying conventional limits of activity. Estidoth may make melee attacks against any target out to 1,200 feet away from him, and threatens any squares out to 300 feet. In the event that Estidoth grapples a target struck by this ability, it may pull the target to any other

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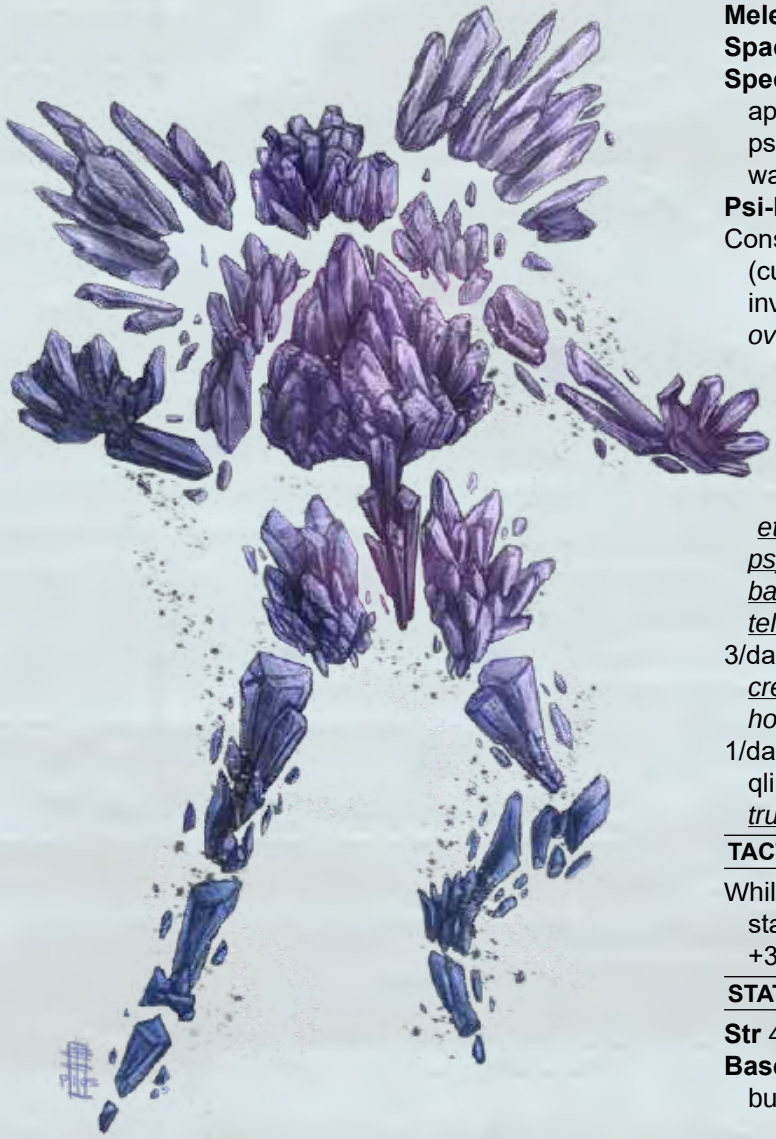
square within its reach. In addition, Estidoth can make an additional number of attacks of opportunity each round equal to his Charisma modifier.

Violate Restriction (Su) When using horrific appearance, spacial dance, spacial reach, or any psychoportation effect, Estidoth ignores any effects such as *wrench*[UP], dimensional lock, or other effects that would inhibit teleportation or psychoportation effects. In addition, Estidoth adds its Charisma modifier to initiative checks. This does not allow Estidoth to violate the Silicon Barrier or effects created by artifacts or mythic sources.

The disconnected crystalline shapes which form Estidoth's body seem to continually flicker in and out of existence, as if the skeleton of this many-armed being resides in a higher spatial dimension. Each configuration seems equally likely to embody the Qlippoth Lord's "true" shape, as none reveal anything which could resemble a face or indicator of overall symmetry. Every mass which makes up the composite body seems to follow a different target, as if preparing to strike them.



Qlippoth Lord, Kazeyoth CR 23

XP 819,200

CE Colossal outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init –1; **Senses** all-around vision, *aura sight*[UP], darkvision 60 ft., *pierce the veils*[UP], touchsight special; Perception +32

Aura *phrenic overload*[APC] (80 ft., DC 30)

DEFENSE

AC 40, touch 1, flat-footed 40 (–1 Dex, +30 natural, +9 shield, -8 size)

hp 588 (24d10+456); regeneration 15 (lawful)

Fort +33, **Ref** +22, **Will** +13

Defensive Abilities amorphous, ectoplasmic body; **DR** 15/cold iron and lawful; **Immune** cold, critical hits, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

OFFENSE

Speed 40 ft., climb 40 ft.

Melee slam +35 (8d6+28 plus disease)

Space 60 ft.; **Reach** 60 ft.

Special Attacks engulf (DC 41,10d6 damage), horrific appearance (DC 32), mighty trample (18d6+28, DC 41), psionic fist +2, violent destruction (24d8, 60 ft., DC 41), warp terrain (DC 32)

Psi-Like Abilities (ML 20th; concentration +30)

Constant—*adapt body*[UP], *aura sight*[UP], *crystalline aura*[PAC2]* (currently in defensive mode with 19 power points invested), *greater concealing amorpha*[UP], *phrenic overload*[APC] (DC 30, AC penalty, confusion, and automatic mind-reading), *pierce the veils*[UP], *slip the bonds*[UP]

At Will—*atmospheric generation*[APC]*, *dispel psionics*[UP]*, *ectoplasmic carpet*[PAC2, M]*, *ectoplasmic creation*[UP, M], *ectoplasmic obelisk*[PAC2, M]*, *greater ethereal form*[UP], *greater modify matter*[UP, M], *greater psychoport*[UP], *holographic projection*[APC]*, *pummelling barrage*[PAC2]*, *telekinetic force*[UP] (625 lbs., DC 30), *telekinetic maneuver*[UP] (+6 bonus)

3/day—*ectoplasmic shambler*[UP, M], *major ectoplasmic creation*[UP, M], *mass ectoplasmic cocoon*[UP, M], quickened *holographic projection*[APC]* (ML 14th)

1/day—summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%), *true creation*[UP, M]

TACTICS

While *crystalline aura*[PAC2] is in offensive mode, Kazeyoth's statistics are AC 31, touch 1, flat-footed 31 (–1 Dex, +30 natural, –8 size), Ref +13.

STATISTICS

Str 48, **Dex** 8, **Con** 48, **Int** 25, **Wis** 21, **Cha** 30

Base Atk +24; **CMB** +51; **CMD** 60 (cannot be tripped or bull rushed)

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Feats Cornugon Smash[CEoD], Furious Focus[APG], Greater Vital Strike, Greater Psionic Fist[UP], Harmonic Resilience[APC], Improved Vital Strike, Metapsionic Ability[APC] (*holographic projection*[APC], Quicken Power[UP]), Power Attack, Psionic Fist[UP], Snatch, Unavoidable Strike[UP], Vital Strike

Skills Climb +51, Craft (mechanical) +34, Craft (weapons) +34, Intimidate +37, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (nature) +31, Knowledge (planes) +34, Knowledge (psionics) +34, Perception +32, Sense Motive +32, Spellcraft +34

Languages Aklo; telepathy 300 ft.

SQ massive, Qlippoth Lord traits, warping channel

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 32; *onset* 1 day; frequency 1/day; ***effect*** 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Ectoplasmic Body (Su) Kazeyoth's massive body is made of ectoplasm. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), Kazeyoth counts as both an outsider and a construct. It is immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Kazeyoth is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, and is not at risk of death from massive damage.

Indomitable Advance (Su) Kazeyoth ignores all difficult terrain and is never affected by its own Warp Terrain effects. In addition, Kazeyoth adds its Constitution modifier to its CMD.

Massive (Su) Kazeyoth possesses the Massive ability of the Kaiju subtype. Uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to Kazeyoth's movement, though settlements or areas of forest are considered difficult terrain to Kazeyoth. A Huge or smaller creature can move through any square occupied by Kazeyoth, and vice versa. Kazeyoth can make attacks of opportunity only against foes that are Huge or larger and can be flanked only by Huge or larger foes. Kazeyoth gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It is possible for a Huge or smaller creature to climb Kazeyoth—this generally requires a successful DC 30 check, and unlike the normal rules about Kazeyoth and attacks of opportunity, a Small or larger creature that climbs on Kazeyoth's body provokes an attack of opportunity from the monster.

Mighty Trample (Su) Kazeyoth does not need to take an action to trample creatures, it need merely move over them. In addition, Kazeyoth's trample deals 18d6+28 damage, and any creature that fails its saving throw against Kazeyoth's trample is automatically engulfed without a saving throw.

Horrific Appearance (Su) Creatures that succumb to Kazeyoth's horrific appearance slowly begin to crystallize, their form being subsumed by ectoplasm. The creature becomes staggered, and if exposed to this effect for more than three consecutive rounds becomes an entity of solid crystal, as if affected by the crystallize power. At the start of each round thereafter, a creature affected in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 32 Will save to end the effects of this power and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the effect. This latter option undoes any effects that this ability has caused, but immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Kazeyoth.

Warp Terrain (Su): Kazeyoth is capable of reshaping the terrain around it with ease, transforming the environment into a deadly threat through creative shaping of ectoplasm. As a full-round action, Kazeyoth can alter terrain around it out to a 100-foot radius, producing one of the following effects or transforming one effect into another. For each round that Kazeyoth repeats the same use of warp terrain, the radius extends by an additional 50 feet. Damage from this ability is considered chaotic, evil, magic, adamantine, and *ghost touch* for the purpose of striking creatures and bypassing damage reduction. Certain effects of warp terrain allow a DC 32 saving throw to reduce or negate the effects. The save DCs for these abilities are Charisma-based. The effects of warp terrain on the environment are permanent and are as follows:

- Reshape the terrain as per the *greater modify matter*[UP] power, save that it can affect any amount of material within the area and the changes only take the duration of the action. Creatures that are within 5 feet of an effect that would capture them (such as terrain which would swallow them up or walls that would create a prison around them) are allowed a Reflex save to escape the enclosure. If a creature is trapped inside an object, they become entangled until they can succeed at a DC 32 Strength check or Escape Artist check to escape. A creature already entangled by this ability who is affected by this ability on an upcoming turn must save or become helpless, unable to move in any way but capable of taking mental actions. This ability never does damage to creatures.
- Cause the area to erupt into spikes, blades, and other hazardous edges. All creatures within 5 feet of a solid surface (excluding any creatures or any equipment they are carrying) take 10d6 points of piercing damage (Reflex half). Moving along a surface affected by this ability deals 4d6 points

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of piercing damage per 5 feet of movement, and affected surfaces are always considered difficult terrain. Kazeyoth can use this ability to deal damage to creatures which are entangled by warp terrain, and such creatures instead take 20d6 points of piercing damage with no saving throw.

- Fill the area with ectoplasm in various forms. All solid surfaces in the area (excluding any creatures or any equipment they are carrying) become coated in an effect similar to the *ectoplasmic sheen*[UP] power (DC 32 Reflex save and must succeed at a Strength check to stand). In addition, Kazeyoth may create 5 *wall of ectoplasm*[UP] effects (ML 20th) across anywhere in the area. Although this ability is still permanent, it can be removed with a successful manifestation of *dismiss ectoplasm*[UP] (DC 31).
- Stabilize or destabilize any structures in the area (excluding any creatures or any equipment they are carrying), increasing or decreasing their hardness by 5. Any object that would be reduced to below 0 hardness explodes violently, dealing 2d6 points of slashing damage to all else in a 10-foot radius (Reflex save for half). The damage increases by 4d6 and the radius by 20 feet for each size the object is above Medium (max 18d6 and 90 feet for colossal entities). Such destruction may also cause events such as cave-ins or collapses.

Warping Channel (Su): Kazeyoth can manifest any of its psi-like abilities at any range within the effect of its Warp Terrain Ability. In addition, it perceives everything within warped terrain as if it had touchsight out through wherever is affected.

At once more solid than bedrock, more fluid than water, and more unbound than air, the towering mass of Kazeyoth advances implacably on an ever-shifting base. The surrounding environment seems to conform to the Qlippoth Lord's impossibly modality, the terrain and atmosphere reshaping in accordance with the monolith's will. With every surge of metacreative power, impossibly complex circuitry seems to flash along the being's skin, elaborate sequences overlapping minute across the sheer surface.

Qlippoth Lord, Liktruoth CR 23

XP 819,200

CE Large outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +15; Senses all-around vision, *aura sight*[UP], darkvision 60 ft., *lifeseeker*[APC], *pierce the veils*[UP], *steadfast perception*[UP]; Perception +43

DEFENSE

AC 44, touch 34, flat-footed 19 (+11 Dex, +16 monk, +10 natural, –1 size)

hp 387 (25d10+250); regeneration 15 (lawful)

Fort +24, **Ref** +25, **Will** +17; +12 vs. mind-affecting effects, +7 vs. spells and spell-like abilities

Defensive Abilities AC bonus, danger sense +6, eater of magic, flawless mind, improved evasion, improved uncanny dodge, indomitable will, purity of body, still mind, superstition +7, *timeless body*[UP], tireless rage; **DR** 15/cold iron and lawful, 5/-; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

OFFENSE

Speed 160 ft., fly 60 ft. (good)

Melee 4 unarmed strikes +35/+35/+35/+35/+35/+35/+35/+30/+30/+30/+30/+25/+25/+25/+25/+20/+20/+20/+20 (4d8+22 plus disease/19–20) or 4 +5 adamantine scimitars +40/+40/+40/+40/+35/+35/+35/+35/+30/+30/+30/+30/+25/+25/+25/+25 (1d8+16/18–20) or 4 claws +35 (5d6+11 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks assassin path[UP] (trance +6 damage, maneuver +5d6), dervish path[USoP] (trance +5 attack and damage, maneuver unlimited steps), eternal warrior 1/day (+9 attack/damage, skill checks, ability checks, Fort and Ref saves, and initiative, +45 ft. of speed), flurry of blows (3), horrific appearance (DC 29), ki pool (19), ki powers (bare-hand block[MAH], elemental burst[PFU], elemental fury[PFU], furious defense[PFU], ki blocker[PFU], ki hurricane[PFU], one touch[PFU], quivering palm[PFU], sudden speed[PFU]), ki strike (adamantine, cold

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iron, lawful, magic), martial power, mighty rage (+4 attack and damage, +4 Will, 100 temp hp, 52 rounds/day), pathweaving 1/day, psionic fist +2, rage powers (auspicious mark[PFU], disruptive[PFU], eater of magic[PFU], sunder enchantment[UC], superstition[PFU] +7, taunting stance[PFU], witch hunter[PFU], world serpent spirit[UC], world serpent totem[UC], world serpent totem unity[UC]), stunning fist (DC 29), style strike 2/round (flying kick[PFU], foot stomp[PFU], knockback kick[PFU], spin kick[PFU]), twisting path, violent destruction (25d8, 20 ft., DC 32)

Psi-Like Abilities (ML 20th; concentration +27)

Constant—*aura sight*[UP], *danger sense*[UP] (improved uncanny dodge), *flight*[UP], *greater precognition*[UP, M], *lifeseeker*[APC] (75 ft., senses undead creatures, grants line of effect), *personal barred mind*[UP], *pierce the veils*[UP], *slip the bonds*[UP], *steadfast perception*[UP]

At Will—*deflect*[UP], *dispatch*[UP]*, *dispel psionics*[UP]*, *feat leech*[UP, M] (DC 27, 10 feats), *greater psychoport*[UP], *improvise*[PAC2], M (20 rounds), *second chance*[UP] (+3), *sidestep*[UP], *tactical precognition*[UP]*

3/day—*bullet time*[PAC2, M]*, *cosmic awareness*[UP, M], *hypercognition*[UP], *mind palace*[PAC2], M (10d4), *quickened feat leech*[UP], M (DC 24, 7 feats)

1/day—*metafaculty*[UP, M], summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

Psychic Warrior Powers Known (ML 20th; power points: 218; base save DC 19 + power level; concentration +29)

Talents—*detect psionics*[UP], *lesser fortify*[UP]

1st—*call weaponry*[UP], *force screen*[UP, P], *metaphysical weapon*[UP, P], *prevenom weapon*[UP, P], *stomp*[UP], *vigor*[UP]

2nd—*hustle*[UP], *repositioning strike*[UP], *strength of my enemy*[UP]

3rd—*ectoplasmic grapnel*[UP], *empathic feedback*[UP], *vampiric blade*[UP]

4th—*backlash*[UP], *thundering step*[UP], *vanishing strike*[UP], *zealous fury*[UP]

5th—*biting cold*[UP], *bonding strike*[UP], *psychofeedback*[UP], *summoning strike*[UP]

6th—*brutalize wounds*[UP], *dispelling buffer*[UP], *upheaval*[UP]

[P] denotes Path powers

STATISTICS

Str 32, **Dex** 32, **Con** 30, **Int** 26, **Wis** 28, **Cha** 24

Base Atk +25; **CMB** +37; **CMD** 74

Feats Advanced Dervish Path[UP], Catch Off-Guard, Combat Reflexes, Deep Focus[UP], Dirty Fighting[DTT], Double Slice, Dragon Ferocity[UC], Dragon Style[UC], Greater Psionic Fist[UP], Greater Trip, Hustle Power[UP], Improved Critical (unarmed strike), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Medusa's Wrath, Metapsionic Ability[APC] (*feat leech*[UP, M], Quicken Power[UP]), Overchannel[UP], Power Attack, Power Channeler[UP], Psionic Body[UP], Psionic Fist[UP], Psionic Meditation[UP], Quicken Power[UP], Stunning Fist, Talented[UP], Throw Anything, Unavoidable Strike[UP]

Skills Acrobatics +43, Autohypnosis[UP] +37, Bluff +35, Craft (mechanical) +36, Craft (weapons) +36, Fly +34, Intimidate +35, Knowledge (history) +35, Knowledge (planes) +35, Knowledge (psionics) +35, Perception +43, Sense Motive +37, Spellcraft +36, Stealth +36

Languages Abyssal, Aklo, Common, Draconic, Dwarven, **Elven**, Goblin, Giant, Infernal, tongue of sun and moon; telepathy 300 ft.

SQ ability mimicry, boundless knowledge, fast movement (+70 ft.), meditative adaptation, old master, path skills (+6 Perception, +4 Acrobatics, +2 Stealth), psionic concentration, psionic proficiency, Qlippoth Lord traits, versatile combatant

Combat Gear 4 +5 adamantine scimitars

Baseline Liktruoth

Without any classes selected using ability mimicry, Liktruoth's stats are as follows:

QLIPPOTH LORD, LIKTRUOTH

(NO CLASSES SELECTED) CR 23

XP 819,200

CE Large outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +15; **Senses** all-around vision, *aura sight*[UP], darkvision 60 ft., *lifeseeker*[APC], *pierce the veils*[UP], *steadfast perception*[UP]; Perception +37

DEFENSE

AC 30, touch 20, flat-footed 19 (+11 Dex, +10 natural, –1 size)

hp 401 (25d10+264); regeneration 15 (lawful)

Fort +24, **Ref** +25, **Will** +17; +12 vs. mind-affecting effects

Defensive Abilities improved uncanny dodge; **DR** 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

OFFENSE

Speed 90 ft., fly 60 ft. (good)

Melee 4 *+5 adamantine scimitars* +40/+40/+40/+40/+35/+35/+35/+35/+30/+30/+30/+30/+25/+25/+25/+25 (1d8+16/15–20) or 4 claws +35 (5d6+11 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks horrific appearance (DC 29), psionic fist +2, violent destruction (25d8, 20 ft., DC 32)

Psi-Like Abilities (ML 20th; concentration +27)

Constant—*aura sight*[UP], *danger sense*[UP] (improved

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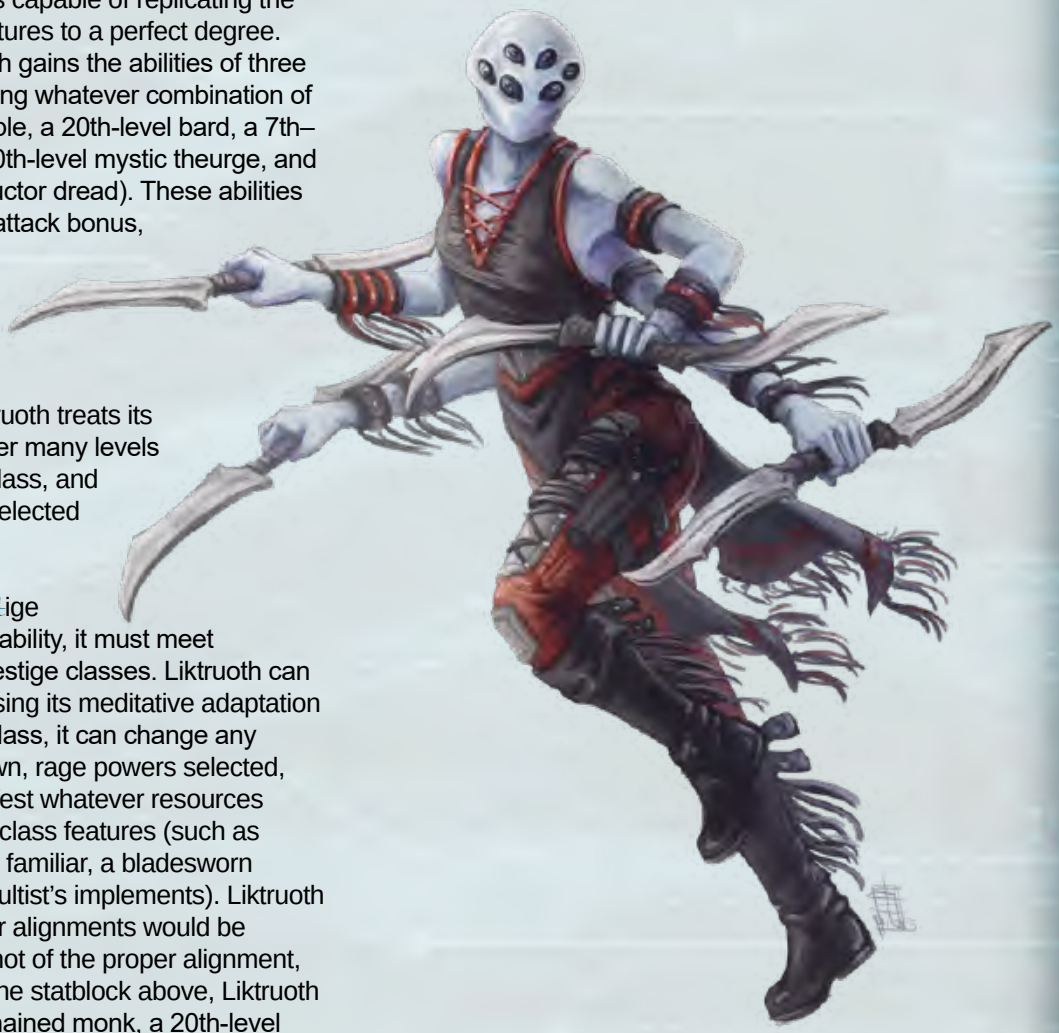
SPECIAL ABILITIES

Ability Mimicry (Su) Liktruoth is capable of replicating the skills and talents of other creatures to a perfect degree. At the start of the day, Liktruoth gains the abilities of three 20th-level characters each using whatever combination of classes they desire (for example, a 20th-level bard, a 7th–level wizard/3rd–level cleric/10th-level mystic theurge, and a 20th-level nightmare constructor dread). These abilities do not include Hit Dice, base attack bonus, saving throws, feats, or skills, but do include proficiencies, bonus feats and any other class features (including spellcasting and manifesting) that the class possesses. Liktruoth treats its effective class level as however many levels it is treated as having in that class, and cannot have the same class selected multiple times, but can select archetypes.

If Liktruoth selects any prestige classes to replicate using this ability, it must meet any prerequisites for those prestige classes. Liktruoth can change its selected classes using its meditative adaptation ability. Each time it selects a class, it can change any options that it has (spells known, rage powers selected, etc.). Likrtuoth is able to manifest whatever resources are needed in order to use its class features (such as a wizard's spellbook, a witch's familiar, a bladesworn magus' black blade, or an occultist's implements). Liktruoth can select classes even if their alignments would be incompatible or if Liktruoth is not of the proper alignment, such as bard and paladin. In the statblock above, Liktruoth is replicating a 20th-level unchained monk, a 20th-level psychic warrior[UP], and a 20th-level unchained barbarian.



uncanny dodge), *flight*[UP], *greater precognition*[UP, M], *lifeseeker*[APC] (75 ft., senses undead creatures, grants line of effect), *personal barred mind*[UP], *pierce the veils*[UP], *slip the bonds*[UP], *steadfast perception*[UP]

At Will—*deflect*[UP], *dispatch*[UP]*, *dispel psionics*[UP]*, *feat leech*[UP, M] (DC 27, 10 feats), *greater psychoport*[UP], *improvise*[PAC2, M] (20 rounds), *second chance*[UP] (+3), *sidestep*[UP], *tactical precognition*[UP]*

3/day—*bullet time*[PAC2, M]*, *cosmic awareness*[UP, M], *hypercognition*[UP], *mind palace*[PAC2, M] (10d4), *quickened feat leech*[UP, M] (DC 24, 7 feats)

1/day—*metafaculty*[UP, M], summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 32, **Dex** 32, **Con** 30, **Int** 26, **Wis** 28, **Cha** 24

Base Atk +25; **CMB** +37; **CMD** 58

Feats *Combat Reflexes*, *Deep Focus*[UP], *Dirty Fighting*[DTT], Double Slice, Greater Psionic Fist[UP], Improved Critical (scimitar), Improved Initiative, Metapsionic Ability[APC] (feat leech[UP, M], Quicken Power[UP]), Power Attack, Psionic Body[UP], Psionic Fist[UP], Psionic Meditation[UP], Unavoidable Strike[UP]

Skills Acrobatics +39, Autohypnosis[UP] +37, Bluff +35, Craft (mechanical) +36, Craft (weapons) +36, Fly +34, Intimidate +35, Knowledge (history) +35, Knowledge (planes) +35, Knowledge (psionics) +35, Perception +37, Sense Motive +37, Spellcraft +36, Stealth +34 (350 skill points which may be reassigned)

Languages Aklo, +8 more; telepathy 300 ft.

SQ ability mimicry, boundless knowledge, psionic concentration, Qlippoth Lord traits, versatile combatant

Combat Gear 4 *+5 adamantine scimitars*

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Boundless Knowledge (Su) Liktruoth considers all skills to be class skills and can take 10 on any skill check.

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 29; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha *drain*; cure 2 consecutive saves. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to Liktruoth's horrific appearance are completely read and understood completely by the Qlippoth Lord, unable to combat it. All attacks made by an individual affected by this ability against Liktruoth automatically miss, and Liktruoth automatically succeeds at any saving throws attempted against effects generated by a creature affected by this ability. At the start of each round thereafter, a creature affected in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 29 Will save to end this effect and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the effect of this ability.

This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Liktruoth.

Meditative Adaptation (Su) In a process that takes 8 hours, Liktruoth can reorient its mind and body to take on a new set of abilities. This allows Likruoth to reselect its feats, skill point allocation, and emulated classes from ability mimicry.

Psionic Concentration (Su) Liktruoth is capable of regaining psionic focus as a free action once per round, and may even expend and regain psionic focus multiple times in the same action to apply multiple effects (for example, applying the effects of both Psionic Fist[UP] and Unavoidable Strike[UP] to a weapon attack). This does not allow Liktruoth to apply the same effect more than once to the same action (such as applying multiple instances of Psionic Fist's increased damage to the same attack).

Versatile Combatant (Su) Liktruoth is proficient with all weapons and armor, and takes no penalty for fighting with multiple weapons in each of its 4 arms. In addition, it can make iterative attacks with any weapons it uses regardless of what hands are wielding it. This counts as the Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting feats for the purpose of meeting prerequisites.

The figure's body displays a strange discordance with its keen mind, each motion appearing intentional and flawless while carrying an unfamiliarity that indicates no prior practice. The additional eyes and limbs always seem optimized in their position, covering for vulnerabilities and blind spots that a conventional combatant might be forced to leave. Within its tight maneuvers, a keen observer might glean Liktruoth's flawless imitation of skilled warriors past and present.

Qlippoth Lord, Nyorbadoth CR 25

XP 1,638,400

CE Colossal outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +5; Senses all-around vision, *aura sight*[UP], darkvision 60 ft., *pierce the veils*[UP], *touchsight*[UP] 140 ft.; Perception +37

Aura interference field[APC] (35 ft., no save)

DEFENSE

AC 45, touch 15, flat-footed 40 (+8 deflection, +5 Dex, +40 natural, –8 size)

hp 602 (28d10+448); regeneration 15 (lawful)

Fort +32, **Ref** +21, **Will** +15

Defensive Abilities energy absorption; **DR** 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison, powers; **Resist** acid 30, electricity 30, fire 30, sonic 30

OFFENSE

Speed 50 ft., burrow 50 ft., fly 60 ft. (good)

Melee bite +39 (7d12+18 plus disease), 4 claws +38 (5d8+18 plus disease)

Space 30 ft.; **Reach** 30 ft.

Special Attacks horrific appearance (DC 32), master kineticist, psionic fist +2, violent destruction (28d8, 50 ft., DC 40)

Psi-Like Abilities (ML 20th; concentration +28)

Constant—*aura sight*[UP], *energy retort*[UP], *flight*[UP], *interference field*[APC] (35 ft., no save), mental barrier[UP], *pierce the veils*[UP], *selective negation field*[APC]* (may change powers as swift action), *slip the bonds*[UP], *touchsight*[UP]

At Will—*concussion blast*[UP]*, *concussive onslaught*[UP]*, *dispel psionics*[UP]*, *energy ball*[UP, M] (DC 28, 20d6), *energy bolt*[UP, M] (DC 28, 20d6), *energy burst*[UP, M] (DC 28, 20d6), *energy carpet*[APC] (DC 28, 10d6), *energy current*[UP, M] (DC 28, 20d6), *energy dagger*[PAC2]*, *energy missile*[UP, M] (DC 28, 20d6), *energy pillars*[APC] (DC 28, 20d6), *energy push*[UP, M] (DC 28, 20d6), *energy rings*[PAC2, M]* (DC 28), *energy stun*[UP, M] (DC 28, 20d6), *energy touch*[PAC2, M]*, *energy wall*[UP, M], *energy wave*[UP, M] (DC 28, 20d6), *greater psychoport*[UP], *upheaval*[UP], *retarget power*[PAC2, M] (DC 28)

3/day—*disintegration*[UP] (DC 28, 40d6), *null psionics field*[UP, M], *quickened energy ball*[UP, M], *reddopsi*[UP]

1/day—*unravel psionics*[UP, M], summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 46, **Dex** 21, **Con** 42, **Int** 19, **Wis** 23, **Cha** 26

Base Atk +28; **CMB** +54 (+58 grapple); **CMD** 77 (cannot be tripped)

Feats Combat Reflexes, Dazzling Display, Disheartening Display, Furious Focus[APG], Ghost Attack, Greater Psionic Fist[UP], Harmonic Resilience[APC], Metapsionic Ability[APC] (*energy ball*[UP], Quicken Power[UP]), Power Attack, Psionic Fist[UP], Psionic Meditation[UP], Snatch, Unavoidable Strike[UP], Weapon Focus (bite)

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Skills Autohypnosis[UP] +37, Craft (mechanical) +35, Intimidate +39, Knowledge (dungeoneering) +35, Knowledge (geography) +32, Knowledge (planes) +35, Knowledge (psionics) +35, Perception +37, Sense Motive +37, Spellcraft +35

Languages Aklo; telepathy 300 ft.

SQ Qlippoth Lord traits

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 32; *onset* 1 day; *frequency* 1/day; ***effect*** 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Energy Absorption (Su) Whenever Nyorbadoth would be targeted by an effect that deals energy damage of his active energy type (including those which would be negated by his power immunity or resistances) and does not originate from itself, Nyorbadoth takes no damage from the energy and instead uses it to bolster itself. Until the end of his next turn, whenever Nyorbadoth uses a psi-like ability which deals the same type of damage as the energy absorbed, it may affect the ability with one of the following metapsionic feats without altering its manifesting time, manifester level, or cost: Burrowing Power[UP], Chain Power[UP], Concussive Power[UP], Ectoplasmic Power[UP], Empower Power[UP], Enlarge PowerUP, Explosive Power[UP], Flaring Power[UP], Focused Power[UP], Lingering Power[UP], Malleable Power[UP], Maximize Power[UP], Persistent Power[UP], Redirect Power[UP], Rime Power[UP], Selective Power[UP], Sickening Power[UP], Split Psionic Ray[UP], Thundering Power[UP], Toppling Power[UP], or Widen Power[UP].

Horrific Appearance (Su) Creatures that succumb to Nyorbadoth's horrific appearance take 10d6 points of damage of Nyorbadoth's active energy type. At the start of each round thereafter, a creature damaged in this way can make a choice—fight the overwhelming chaos and horror and attempt a new DC 32 Will save to avoid taking this damage again or accept the chaos into its soul and ignore any further damage from this effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Nyorbadoth.

Master Kineticist (Su) Nyorbadoth's abilities ignore all energy resistance or power resistance that targets may possess. What's more, Nyorbadoth can change its active energy type as a free action once per round. In addition, Nyorbadoth can choose force, positive energy, and negative energy as active energy types in addition to normal energy types, causing powers to deal damage of that type without any additional effects by virtue of type (such as the damage bonus from being fire damage).

Power Immunity Nyorbadoth is immune to any psionic effects that are subject to power resistance.

From a distance, this split-mawed behemoth resembles a dinosaur or dragon with its scaly skin and sharp claws. Upon closer inspection, one discovers that each of these "scales" is in fact a crystalling sensory organ which seems to pulse with internal vibrations. Each of the creature's "eyes" is an immense gemstone which focuses its titanic psychokinetic powers, unleashing barrages of fire, lighting, ice, and sound as raw telekinetic force propels the beast to impossible speeds.

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Qlippoth Lord, Remaloth CR 25

XP 1,638,400

CE Large Outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +15; **Senses** all-around vision, *aura sight*[UP], darkvision 60 ft., *lifeseeker*[APC], *pierce the veils*[UP]; Perception +40

Aura *phrenic overload*[APC] (100 ft., DC 34)

DEFENSE

AC 43, touch 29, flat-footed 32 (+11 Dex, +9 insight, +14 natural, –1 size)

hp 462 (28d10+308); regeneration 15 (lawful)

Fort +36, **Ref** +36, **Will** +27

Defensive Abilities improved uncanny dodge, prescient tactician; **DR** 15/ cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 36

OFFENSE

Speed 40 ft., fly 120 ft. (perfect)

Melee 6 wings +36 (1d10+11 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks horrific appearance (DC 36), usurp mind, violent destruction (28d8, 20 ft., DC 30)

Psi-Like Abilities (ML 24th; concentration +36)

Constant—*aura sight*[UP], *cloud mind*[UP]* (DC 34), *lifeseeker*[APC] (95 ft., senses undead creatures, grants line of effect), *phrenic overload*[APC] (DC 34, causes AC penalty and confusion and automatic mind-reading), *personal barred mind*[UP], *pierce the veils*[UP], *slip the bonds*[UP]

At Will—*alienation*[UP] (DC 26), *battlesense*[UP]*, *compelling voice*[UP, M]*, *complex false sensory input*[APC]*, *coordinate as one*[UP]*, *dispel psionics*[UP]*, *disruption*[PAC2]* (DC 25), *ego whip*[UP, M] (6d4, DC 34), *empathic connection*[UP, M]*, *greater psychoport*[UP], *hallucinations*[PAC2]* (DC 23), *hostile empathic transfer*[UP, M] (DC 25), *memory modification*[UP, M] (DC 26), *mind control*[UP, M]* (DC 34), *mind probe*[UP, M] (DC 33, medium range), *obsession*[APC] (DC 34, 24 days, more severe), *prowess as one*[UP]*, *psionic blast*[UP, M] (DC 34, 10 rounds), *psychosis*[UP, M] (DC 34, 6 targets), *remote viewing*[UP] (DC 26, 40 ft.), *sense as one*[UP]*, *skills as one*[UP]*, *tactical suppression*[APC]* (DC 34), *technique as one*[UP]*, *withstand as one*[UP]*

3/day—*awestrike*[APC]*, *contagious assign imperative*[APC]* (DC 28, [M]L 18), *deadly fear*[UP]*, *incarnate*[UP], *latent programming*[APC]*, *mental contagion*[PAC2] (DC 28, 6 targets, attempt manifester level check to remove mind-affecting effects), *metaconcert*[UP]*, *psychic reformation*[UP, M] (no penalty), *quickened insurrection*[APC]* (ML 14th), *violate identity*[APC]*

1/day—*ardent legion*[UP]*, *last stand*[UP], *microcosm*[UP, M] (170, 510, 51), summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 24, **Dex** 32, **Con** 32, **Int** 28, **Wis** 28, **Cha** 34

Base Atk +28; **CMB** +36; **CMD** 66

Feats Cushion the Blow[UP], Flyby Attack, Greater Cushion the Blow[UP], Greater Psionic Endowment[UP], Harmonic Resilience[APC], Improved Cushion the Blow[UP], Improved Initiative, Killing Ravages[APC], Metapsionic Ability[APC] (*assign imperative*[APC], Contagious Power[APC]), Metapsionic Ability[APC] (insurrection, Quicken Power[UP]), Opportunistic Conscription[PAH], Overchannel[UP], Psionic Endowment[UP], Psionic Meditation[UP]

Skills Autohypnosis[UP] +40, Bluff +43, Craft (mechanical) +37, Diplomacy +40, Intimidate +43, Knowledge (dungeoneering) +37, Knowledge (history) +37, Knowledge (local) +37, Knowledge (planes) +40, Knowledge (psionics) +40, Perception +40, Sense Motive +40, Spellcraft +40, Stealth +35

Languages Aklo; telepathy 300 ft. (see mastermind's collective)

SQ mastermind's collective, Qlippoth Lord traits

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 31; *onset* 1 day; *frequency* 1/day; *effect* 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

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Horrific Appearance (Su) All creatures that fall victim to the Remaloth's horrific appearance become entranced by her appearance, gaining the fascinated condition and automatically being inducted into her collective. While fascinated in this way, no threat can allow the creature another saving throw or chance to break free. Only an active awakening by another individual is capable of liberating a creature from this effect.

Mastermind's Collective (Su) Remaloth possesses a collective as a 20th-level vitalist[UP], as well as the telepathy, spirit of many, and health sense abilities of the vitalist[UP] class. Remaloth may have any number of creatures in her collective and treats all of her psi-like abilities as if they had the network descriptor. Creatures entered into Remaloth's collective cannot leave for any reason unless actively freed by an *aura alteration*[UP], *bend reality*[UP], or *psychic chirurgery*[UP] power or by similarly powerful magic. Remaloth suffers no penalties for creatures in her collective dying.

Prescient Tactician (Su) Remaloth adds her Intelligence modifier as an insight bonus to AC and on saving throws. In addition, she gains the improved uncanny dodge and uncanny dodge class features of a 20th-level monk.

Usurp Mind (Su) Creatures inside the Remaloth's collective are never allowed a saving throw against her psi-like abilities. In addition, when manifesting a psi-like ability with the mind-affecting descriptor, Remaloth may expend psionic focus to force all creatures that fail their saving throws to be inducted into her collective.

A singular unblinking eye seems to telekinetically suspend the snaking body in midair, the sinuous wings extending with no care for aerodynamics. The immense serpentine body moves with calm and deliberation, not quite like man or beast or puppet but somewhere uncannily between them. This same otherworldy serenity weaves itself through Remaloth's many psionic projection, enticing every recipient with a nigh=irresistible clarity of purpose.

Qlippoth Lord, Zelovoth CR 24

XP 1,228,800

CE Gargantuan outsider (chaotic, evil, extraplanar, psionic, qlippoth)

Init +11; **Senses** all-around vision, *aura sight*[UP], darkvision 60 ft., *pierce the veils*[UP]; Perception +35

Aura *phrenic overload*[APC] (80 ft., DC 26)

DEFENSE

AC 39, touch 14, flat-footed 31 (+7 Dex, +1 dodge, +25 natural, –4 size) (does not include the +1 bonus from Psionic Dodge)

hp 542 (27d10+394); regeneration 15 (lawful)

Fort +29, **Ref** +22, **Will** +14

DR 15/cold iron and lawful; **Immune** cold, death effects, mind-affecting effects, poison; **Resist** acid 30, electricity 30, fire 30; **PR** 35

OFFENSE

Speed 30 ft., burrow 30 ft., fly 60 ft. (good)

Melee maw +36 (2d10+13/17–20 plus disease), 4 bites +36 (2d8+13/19–20 plus disease), 6 tentacles +34 (2d6+6/19–20 plus disease and grab)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tentacles)

Special Attacks cleave, constrict (2d6+13), gaze weapon, horrific appearance (DC 29), polymorph plague, psionic fist +2, rend (any 2 attacks, 2d6+19), vicious transformation, violent destruction (27d8, 40 ft., DC 37)

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*affinity field*[UP, M], *aura sight*[UP], *flight*[UP], *phrenic overload*[APC] (DC 26, causes AC penalty and confusion and allows mind-reading), *pierce the veils*[UP], *slip the bonds*[UP], *true metamorphosis*[UP, M]* (currently +3 natural armor, 2 bite attacks, rend, +6 Con, +6 Dex, +2 Str, Cleave, Improved Critical, and burrow speed)

At Will—*bloodfountain*[PAC2, M] (DC 26, 10 bleed), *caustic transfusion*[PAC2]*, *dispel psionics*[UP]*, *fracture pattern*[PAC2]* (DC 26), *greater ethereal form*[UP], *greater modify matter*[UP], *greater psychoport*[UP], *involuntary bodily function*[PAC2] (DC 17, 20 targets, nauseated), *major metamorphosis*[UP, M]* (3 from each for menus C), *malefic metamorphosis*[APC]* (DC 26), *sympathetic drain*[PAC2] (DC 26,10 rounds), *telekinetic force*[UP] (625 lbs., DC 26), *telekinetic maneuver*[UP] (+6 bonus), *temporary blindness*[PAC2] (DC 26, 20 targets, permanent, only 1 save), *vascular disruption*[PAC2]*

3/day—*captivity bond*[PAC2, M]*, *cloned twin*[PAC2]*, *epidermal fissure*[PAC2]* (DC 26), *fuse flesh*[UP, M] (DC 26), *fission*[UP, M], *fusion*[UP, M], *hidden body*[UP] (able to take mental actions), incarnate[UP], *quickened malefic metamorphosis*[APC]* (DC 23, ML 14)

1/day—summon (level 9, any qlippoth or combination of qlippoth whose total combined CR is 20 or lower 100%)

STATISTICS

Str 36, **Dex** 25, **Con** 38, **Int** 25, **Wis** 21, **Cha** 22

Base Atk +27; **CMB** +44 (+48 grapple); **CMD** 62 (cannot be tripped)

Feats Combat Reflexes, Deep Focus[UP], Dodge, Greater Psionic Fist[UP], Harmonic Resilience[APC], Improved Initiative, Improved Metamorphosis[UP], Metapsionic Ability[APC] (*malefic metamorphosis*[APC], Quicken Power[UP]), Multiattack, Power Attack, Psionic Body[UP], Psionic Dodge[UP], Psionic Fist[UP], Psionic Meditation[UP]

Skills Autohypnosis[UP] +35, Craft (mechanical) +35, Fly +45, Intimidate +36, Knowledge (dungeoneering) +34, Knowledge (history) +34, Knowledge (nature) +34, Knowledge (planes) +37, Knowledge (psionics) +37, Perception +35, Sense Motive +35, Spellcraft +37, Stealth +25; Racial Modifiers +10 Fly

Languages Aklo; telepathy 300 ft.

SQ biomorphic adaptation, Qlippoth Lord traits

SPECIAL ABILITIES

Biomorphic Adaptation (Su) Zelovoth is capable of using

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his fusion psi-like ability on creatures of any type, rather than just outsiders.

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 29; *onset* 1 day; *frequency* 1/day; ***effect*** 4d6 Wis and 4d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Gaze Weapon (Su) As a free action at the start of his turn, Zelovoth can gape his central maw wide to expose the horrific red eye lodged in what should be his throat. This gaze weapon has a range of 30 feet, and affects them simultaneously with *major metamorphosis*[UP] and *malefic metamorphosis*[APC] effects (ML 20 on both, Fortitude DC 37 resists). Zelovoth chooses what effects of these powers take effect on the targets. If Zelovoth so chooses, it may affect a target with only one of these powers. These powers are permanent until dispelled. Zelovoth can keep his maw open for up to 3 consecutive rounds, after which his throat-eye closes and this gaze weapon cannot be used again for 1 minute. The save DC is Constitution-based.

Horrific Appearance (Su) Creatures that succumb to Zelovoth's horrific appearance are stunned. At the start of each round thereafter, a creature stunned in this way can make a choice— fight the overwhelming chaos and horror and attempt a new DC 29 Will save to end the stun effect and act normally on that round or accept the chaos into its soul and automatically succeed at the save to recover from the stun effect. This latter option immediately shifts the creature's alignment one step closer to chaotic evil. This shift in alignment can be fixed via *atonement* but counts as a voluntary alignment shift for the purposes of *atonement*'s material component requirements. A creature that becomes chaotic evil as a result of this also becomes a willing minion and ally of Zelovoth.

Maw (Su) Zelovoth's central maw is a primary attack that threatens a critical hit on a roll of 19–20. A creature hit by Zelovoth's maw while his gaze weapon is active takes a –4 penalty on its next saving throw against the gaze attack.

Polymorph Plague (Su) Any creature that has been affected by one of Zelovoth's psychometabolism effects becomes "contagious." For 24 hours after the creature's initial transformation, any other creature that touches or is touched by the affected creature must succeed at a Fortitude save (DC = 10 + 1/2 the affected creature's HD + the affected creature's Constitution modifier) to resist assuming the same psychometabolism effect as the affected creature.

Vicious Transformation (Su) When Zelovoth changes form using *true metamorphosis*[UP], he may choose to transform any of his natural weapons (including those gained through the psi-like ability) into natural weapons of the following statistics.

- Blade: talon +36 (3d6+13/19–20)
- Clawed Hand: claw +36 (2d6+13 plus bleed damage equal to the damage dealt by the claw)
- Serpent Head: bite +36 (1d8+13 plus poison: bite—injury; save Fort DC 37; frequency 1/round for 12 rounds; effect 1d4 Dex drain and staggered for 1 round; cure 3 consecutive saves)

Blurring the distinction between plant, animal, and something wholly alien, the ever-blooming body of Zelovoth branches out countless limbs from a single massive maw at the center. Each limb of this meticulous Qlippoth Lord seems to move independently, as if fully capable of performing complex tasks without the larger body's input. Should the central maw ever open, it reveals a swirling storm of an "eye" which empathically pours out its grand machinations to any hapless observer.

William Kwan (Order #51350870)

Reiterite CR 16/MR 6

XP 25,600
CN Gargantuan ooze
Init +4; **Senses** touchsight 100 ft.; Perception +10
Aura recursive (60 ft., DC 24)

DEFENSE

AC 30, touch 30, flat-footed 26 (+4 Dex, +20 natural, –4 size)
hp 300 (14d8+202); regeneration 30 (see resetting regeneration)
Fort +15, **Ref** +10, **Will** +11, second save[MA]
Defensive Abilities amorphous, block attacks[MA], moment in rotation, outside time, resetting regeneration; **DR** 10/quintessence; **Immune** ooze traits; **SR** 30

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)
Melee 4 slams +21 (5d8+14 force plus entrap)
Space 20 ft.; **Reach** 20 ft.
Special Attacks engulf (DC 30, 10d8+21 force and snapshot rapture), mythic power[MA] (6/day, surge +1d8), snapshot rapture (DC 26), standstill aura

COMBAT

Martial Tradition Instinctive Resistance (Equipment x1, Guardian x3), **PAM** Cha
Equipment[SoM] **Sphere - Talents** Impervious Hide[SAMT2]
Guardian[SoM] **Sphere - Talents** Cold Iron Call[SoM], Durable[SoM], Greater Delayed Damage[SoM] x2, Indomitable[SoM] (legendary), Punishment[SoM], **Drawbacks** Indifferent Defender[SoM]

- *delayed damage* (delay up to 85 damage until the end of your next turn)
  - **Cold Iron Call**; may delay spell effect (effective damage equal to caster level of effect)
  - **Durable**; may delay natural, extraordinary, or supernatural effect (effective damage equal to Hit Dice of creature creating effect),
  - **Indomitable**: may expend martial focus to delay death
- **Punishment**: When you deal damage, may spend martial focus as an immediate action to transfer delayed damage and effects to target, DC 24 Fort save negates

STATISTICS

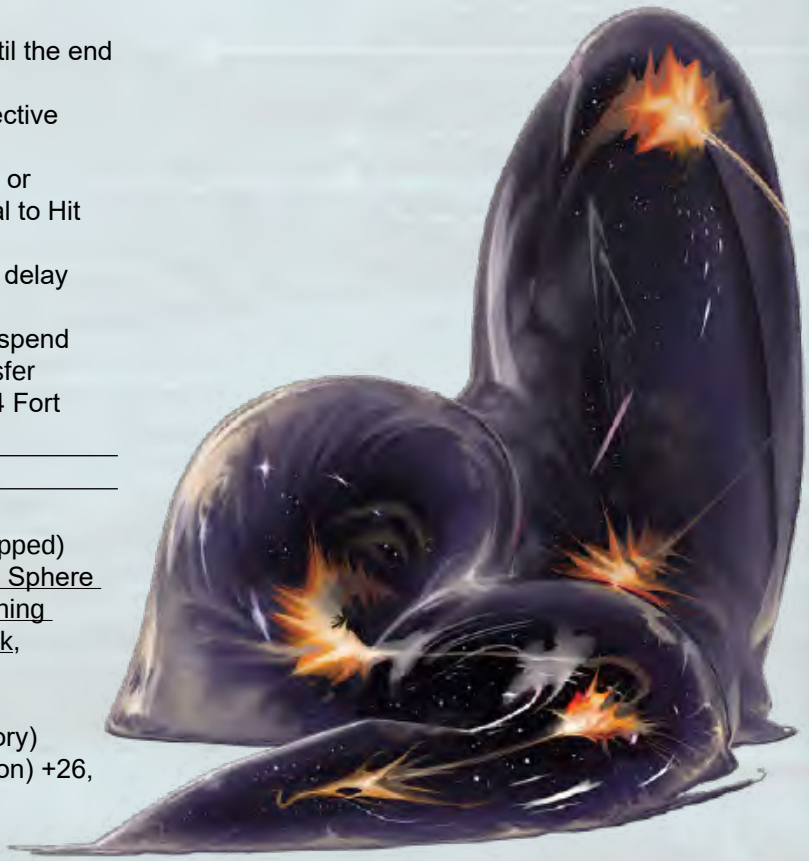
Str 38, **Dex** 19, **Con** 32, **Int** 21, **Wis** 3, **Cha** 24
Base Atk +10; **CMB** +28; **CMD** 42 (cannot be tripped)
Feats Ability Focus[M] (snapshot rapture), Combat Sphere Specialization[M] (Guardian), Flyby Attack, Lightning Reflexes, Muscular Reflexes[SoM, M], Power Attack, Weapon Focus (slam)
Skills Appraise +19, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (history) +26, Knowledge (local) +26, Knowledge (religion) +26, Perception +10
Languages Aklo, +4 more
SQ insight of an instant

SPECIAL ABILITIES

Insight of an Instant (Su) A reiterite's memories are completely overwritten and erased at the start of any turn where its regeneration is active, but the entity can call upon the memories of every creature entrapped in its snapshot rapture to gain information about the surrounding environment. A reiterite adds its Charisma modifier to all Knowledge checks.
Moment in Rotation (Su) Whenever the reiterite's delayed damage pool would empty, any damage or effects in the pool simply vanish rather than being applied to the reiterite.

In addition, the reiterite uses its Charisma modifier in place of Wisdom for Will saving throws.

Resetting Regeneration (Ex) A reiterite's regeneration is based on its ability to rewrite itself across time and is suppressed by damage from *quintessence* or quintessence[UP]-coated weapons (which also bypass its damage reduction). A reiterite's regeneration is also stopped by effects that prevent teleportation such as *dimensional anchor*.
Snapshot Rapture (Su) A creature engulfed by a reiterite or rendered helpless by its entrap ability must succeed at a DC 26 Will save or be sent into the reiterite's snaptshot realm, an extraplanar location outside of time and space in which the same infinitesimal moment



William Kwan (Order #51350870)

recurs endlessly. This functions as the Improved Eject talent from the Time[USoP] sphere. The save DC is Charisma-based.

Recursive Aura (Su) Creatures within 60 feet of the reiterite are gradually pulled into the entity's recurring nature. Creatures who start their turn in the area must succeed at a DC 24 Will save or repeat any standard or full-round action they performed in a previous turn (though they may choose new targets or areas). Even if the creature succeeds at its saving throw, if it leaves the area on its turn, it must succeed at a DC 24 Fortitude save or be transported back to the location where it started its turn at the start of the reiterite's turn. The save DCs are Charisma-based.

The glittering mass of a reiterite extends outwards in basic semblances of limbs, pawing its way through an environment it views as innately alien and which its perpetual newborn memory cannot begin to comprehend. Though a reiterite recalls perfectly every detail within the repeating demiplane of its body, the same temporal magic which keeps it preserves also prevents it from growing, changing, or understanding. Rumors speak of certain methods which can be used to communicate with these entities, allowing them to reveal long-lost secrets.

Serpentfolk, Psionic CR 4

XP 1,200
NE Medium monstrous humanoid (psionic)
Init +9; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)
hp 42 (5d10+15)
Fort +4, **Ref** +9, **Will** +6
Immune mind-affecting effects, paralysis, poison; **PR** 15

OFFENSE

Speed 30 ft.
Melee mwk dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus poison)
Psi-Like Abilities (ML 4th; concentration +7)
At will—*control sound*[UP] (DC 15), *minor metamorphosis*[UP]*
1/day—*compelling voice*[UP] (DC 15), *concealing amorpha*[UP], *sense minds*[UP] (DC 15)

STATISTICS

Str 8, **Dex** 21, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16
Base Atk +5; **CMB** +4; **CMD** 19
Feats Improved Initiative, Psionic Endowment[UP], Weapon Finesse
Skills Acrobatics +10, Disguise +8, Escape Artist +18, Knowledge (arcana) +9, Knowledge (history) +9, Perception +10, Sense Motive +7, Spellcraft +9; **Racial Modifiers** +8 Escape Artist
Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based.

As they closely resemble their magical kin, it is thought by many that the transformation from ophiduan to serpentfolk attempts to repress or innoculate the qlippoth corruption within a scaled psionicist. Though nothing appears unusual about a psionic serpentfolk, the being's internal workings are actually reconfigured to take full advantage of their corruption-elevated mental potential. A psionic serpentfolk's body seems to be constantly shifting and restructuring as if experimenting for an optimal arrangement.

William Kwan (Order #51350870)

Titan, Adonian CR 23

XP 819,200

LG Medium outsider (extraplanar, good, lawful, psionic)

Init +12; Senses darkvision 120 ft., *pierce the veils*[UP]; Perception +34

DEFENSE

AC 42 touch 34, flat-footed 34 (+16 deflection, +8 Dex, +8 natural)

hp 460 (23d10+334); regeneration 15 (chaotic)

Fort +27, **Ref** +16, **Will** +21; +11 resistance vs. mind-affecting

DR 15/chaotic **Immune** aging, death effects, disease; **PR** 34

OFFENSE

Speed 90 ft., fly 90 ft. (perfect)

Melee 2 slams +35 (6d10+14 plus cosmic blows)

Space 5 ft.; **Reach** 60 ft.

Special Attacks cosmic blows, psionic fist +2

Psi-Like Abilities (ML 20th; concentration +29)

Constant—*adapt body*[UP], *personal barred mind*[UP], *pierce the veils*[UP], *reddopsi*[UP] (15 pp, replenishes at the start of the adonian's turn)

At will—*awestrike*[APC]*, *dispel psionics*[UP]*, *dispelling buffer*[UP], *guide the willing*[PASP]*, *suppress compulsion*[UP]*

3/day—*aura alteration*[UP]*, *cleanse spirit*[UP] (eliminates conditions as if augmented), *interplanetary psychoport*[APC], *planar travel*[UP], *remote viewing*[UP] (DC 23, 40 ft.), *sever the strand*[PASP]

1/day—*apopsi*[UP] (DC 28), *gate of avernus*[PASP]*, *metafaculty*[UP], *psychic chirurgery*[UP], *psychic reformation*[UP]*, *unravel psionics*[UP]

STATISTICS

Str 34, **Dex** 27, **Con** 38, **Int** 19, **Wis** 27, **Cha** 29

Base Atk +23; **CMB** +53; b 71

Feats Combat Reflexes, Deep Focus[UP], Greater Vital Strike, Greater Psionic Fist[UP], Improved Initiative, Improved Vital Strike, Power Attack, Psionic Body[UP], Psionic Fist[UP], Psionic Meditation[UP], Unavoidable Strike[UP], Vital Strike

Skills Craft (mechanical) +30, Diplomacy +35, Intimidate +35, Knowledge (arcana) +30, Knowledge (engineering) +30, Knowledge (planes) +30, Knowledge (religion) +30, Perception +34, Sense Motive +34, Spellcraft +30

Languages telepathy 300 ft., truespeech

SQ astral avatar

SPECIAL ABILITIES

Astral Avatar (Su) Although an adonian appears to be the size of a normal humanoid, it possesses a much larger body of force on the Astral Plane which it can pull into this universe momentarily. This grants the adonian a +16 deflection bonus to AC and CMD and increases its reach to 60 feet. An adonian also gains a +16 bonus on combat maneuver checks and is treated as a colossal creature for the purpose of determining what creatures it may perform combat maneuvers against. An adonian in an area of a *dimensional lock* or similar effect which prevents planar travel loses this ability.

Cosmic Blows (Su) An adonian's slam attacks ignore all forms of damage reduction and hardness and is treated as epic for the purpose of overcoming regeneration. In addition, any creature struck by an adonian's slam attack must succeed at a DC 30 Will save or lose any spell resistance or immunity they possess for 1d4 rounds. The save DC is Charisma-based.

The only indicators of this mundane humanoid's otherworldly power lie in the white markings across their body, images typically concealed by bandages and converging into vortex-like eyes. When an adonian titan reveals its true presence from the astral plane, the atmosphere seems to disintegrate around it, momentarily revealing a titanic outline which resembles nothing of their physical shape.

William Kwan (Order #51350870)

Titan, Meggidon CR 23

XP 819,200
NE Colossal outsider (extraplanar, evil, psionic)
Init +4; **Senses** darkvision 120 ft., *pierce the veils*[UP]; Perception +35

DEFENSE

AC 40, touch 2, flat-footed 40 (+38 natural, –8 size)
hp 471 (23d10+345); regeneration 15 (epic)
Fort +28, **Ref** +7, **Will** +22; +11 resistance vs. mind-affecting effects
DR 15/adamantine or **DR** 10/good; **Immune** ability score damage, aging, blindness, critical hits, deafness, death effects, disease, drowning, electricity, poison, stunning; **PR** 34

OFFENSE

Speed 50 ft.
Melee 2 +5 unarmed strikes +40 or +38/+38/+33/+33/+28/+28/+23 (4d6+25+1d6 energy damage)
Space 30 ft.; Reach 30 ft.
Special Attacks psionic fist +2, trample (4d6+30, DC 41)
Psi-Like Abilities (ML 20th; concentration +28)
Constant—*body of iron*[UP], *claw of energy*[UP], *energy retort*[UP] (DC 21), *metaphysical claw*[UP], *personal barred mind*[UP], *pierce the veils*[UP]
At will—*awestrike*[APC]*, *energy burst*[UP] (20d6, DC 28), *stomp*[UP] (20d4, DC 28)
3/day—*fold space*[UP] (move action), *psychofeedback*[UP] (1 minute/level, fades on expiration), *slip the bonds*[UP]
1/day—*timeless body*[UP], *shockwave*[APC]*

TACTICS

Without *body of iron*[UP] active, the meggidon titan's statistics are Init +7, AC 43, touch 5, flat-footed 40; Ref +10; DR 10/good; Immune aging, death effects, disease; Speed 100 ft., Melee 2 +5 unarmed strikes +37 or +35/+35/+30/+30/+25/+25/+20 (4d6+22+1d6 energy damage), Str 45, Dex 16; CMB +48, CMD 61

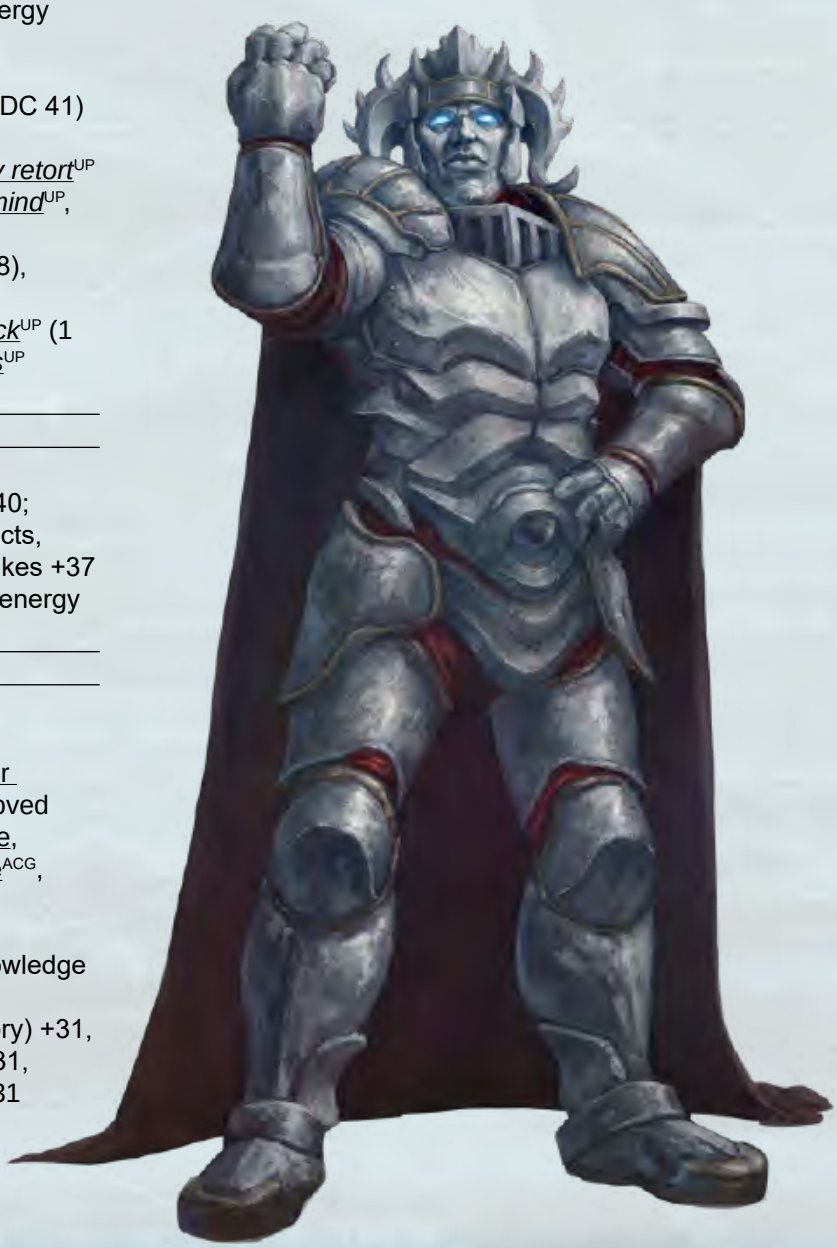
STATISTICS

Str 51, **Dex** 10, **Con** 41, **Int** 20, **Wis** 28, **Cha** 26
Base Atk +23; **CMB** +51; **CMD** 61
Feats Double Slice, Greater Psionic Fist[UP], Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Power Attack, Psionic Fist[UP], Pummeling Charge[ACG], Pummeling Style[ACG], Two-Weapon Fighting, Unavoidable Strike[UP]
Skills Craft (mechanical) +31, Intimidate +34, Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (engineering) +31, Knowledge (history) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +35, Sense Motive +35, Spellcraft +31
Languages Abyssal, Aklo, Infernal, Synthic, +2 others; telepathy 300 ft.
SQ explosive change shape (see text)

SPECIAL ABILITIES

Explosive Change Shape (Su) A meggidon titan has a specific form at each size from Small to Colossal and can alternate between any of these forms as a standard action. The same basic shape and abilities of the titan are retained, causing ability scores and other traits not to be altered when the titan is in their reduced size. When changing shape, a meggidon can manifest *energy burst*[UP] as part of the same action.

Possessing immense psionic control over their bodies, the tremendous meggidon titans are said to reweave their muscles with every step taken and every blow thrown. Every sinew in their body ripples beneath unbreaking skin which glistens in a rainbow of colors. As each meggidon is constructed of countless souls, it is thought that every cell in its body is piloted by a unique mind trained over centuries to fight as a unit.



William Kwan (Order #51350870)

Unmakers

Where the Consumption's space-shredding Crunch Drives cannot function, Unmakers are created to exterminate whatever life impedes their masters. Possessing a variety of forms, these entities of roiling power are designed to combat specific types of enemies across the universe.

Unmaker Subtype

Unmakers are chaotic evil outsiders and have the following traits:

- Immunity to cold
- **Lifesense**: Unmakers possess lifesense out to 120 feet
- **No Breath**: Unmakers do not need to breathe
- **Power Resistance**: All unmakers possess power resistance
- **Unstable Resolve**: Unmakers are a collective of agonized consciousnesses working to ensure their own survival in spite of their condition, their own misery ultimately emerging as their weakness. Any effect which could be used to cure or suppress compulsion, confusion, emotion, or insanity effects suppresses an unmaker's regeneration and void shield abilities as well as any damage reduction they possess for a number of rounds equal to the effect's level (or half the user's level if the effect is not a spell or power). Such effects ignore the unmaker's power resistance, although the unmaker is allowed a saving throw against them as normal. Alternatively, a creature with some form of telepathy can attempt a Diplomacy check as a standard action to suppress regeneration and void shield for 1 round (DC 20 + the unmaker's Hit Dice. For every 5 points by which you beat this DC, the duration of suppression increases by 1 round).
- **Regeneration**: Unmakers possess regeneration which cannot be bypassed by conventional damage of any type but can be stopped through exploiting their Unstable Resolve weakness.
- **Ruinous Shield**: Unmakers possess a deflection bonus to their AC equal to their Charisma modifier.
- **Space-Rending Blows**: The natural attacks of unmakers deal force damage rather than physical damage. In addition, an unmaker's active energy type is always considered to be force (as per the consumptive focus power), save that it does not gain any resistance to force damage.
- **Telepathy**: Unmakers can communicate telepathically with creatures out to 100 feet.
- Except where otherwise noted, unmakers speak in truespeech.

Unmaker, Antithesis — CR 25/MR 8

XP 1,228,800

CE Colossal outsider (native, psionic, unmaker)

Init +12/–8M, dual initiative[MA]; Senses all-around vision, *aura sight*[UP], darkvision 120 ft., *lifeseeker*[APC] 105 ft., *pierce the veils*[UP]; Perception +41

Aura phrenic overload[APC] (100 ft., DC 32), plane-rending aura (300 ft.)

DEFENSE

AC 43, touch 14, flat-footed 43 (+12 deflection, +29 natural, –8 size)

hp 499 (27d10+373); regeneration 20

Fort +28, **Ref** +9, **Will** +26; second save[MA]

Defensive Abilities all-around vision, ruinous shield; insulated resolve; **DR** 20/epic; **Immune** cold; **PR** 40

Weaknesses unstable resolve

OFFENSE

Speed 90 ft., fly 180 ft. (perfect)

Melee 7 slams +36 (4d10+25/19–20 plus 1d6 Intelligence, Wisdom, and Charisma drain plus cosmic isolation)

Space 60 ft.; **Reach** 60 ft.

Special Attacks cosmic isolation (DC 35), mythic power[MA] (8/day, surge +1d10), powerful blows (slam), psionic fist +2, ravage the masses

Psi-Like Abilities (ML 24th; concentration +36)

Constant—*aura sight*[UP], *deathless form*[APC] (immune to death from ability drain and death effects), *energy adaptation*[UP], *lifeseeker*[APC] (grants line of effect, applies to undead), *phrenic overload*[APC] (DC 34, penalty to AC and DCs, confuses, automatically read minds), *pierce the veils*[UP], *reddopsi*[UP], *slip the bonds*[UP]

At will—*alienation*[UP] (DC 34, 8 targets), *dispel psionics*[UP]*, *divert teleport*[UP], M (DC), *energy current*[UP] (24d6–24 force, DC 30), *extradimensional waymaking*[APC]*, *horrid transformation*[PASP] (DC 29, may affect corporeal creatures), *interplanetary psychoport*[APC, M], *memory modification*[UP] (DC 26), *mental contagion*[PAC2]* (DC 28), *mental evolution*[APC]* (DC 34), *planar travel*[UP], *psychosis*[UP] (DC 34, 6 targets), *sensory cascade*[UP] (DC 26, permanent), *sever the strand*[PASP, M], *shatter mind blank*[UP]* (DC 27), *tactical suppression*[APC]* (DC 34), *telekinetic force*[UP] (625 lbs, DC 34), *telekinetic maneuver*[UP] (+6), *wrench*[UP]

3/day—*crisis of life*[UP, M] (22 HD, DC 34), *feed to oblivion*[APC]* (DC 31, 2 targets), *inverse possession*[PASP]* (DC 26), *mind control*[UP]* (DC 32), *mind seed*[UP] (DC 30), *psionic effigy*[APC]*, *soul stealing*[PASP] (240 damage, DC 34), *quickened mental contagion*[PAC2]* (DC 28), *spacial displacement*[APC]*, trigger power[UP]

1/day—*apopsi*[UP], M (DC 31), *reality revision*[UP, M], *unravel psionics*[UP] (DC 31), *violate identity*[APC]* (DC 34)

(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 44, **Dex** 11, **Con** 36, **Int** 31, **Wis** 32, **Cha** 35

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Base Atk +27; **CMB** +50; **CMD** 72

Feats Deep Focus[UP], Flyby Attack, Greater Power Penetration[UP], Greater Psionic Endowment[UP], Greater Psionic Fist[UP], Improved Critical (slam), Improved Initiative[M], Metapsionic Ability[APC] (*mental contagion*[PAC2], Quicken Power[UP]), Mythic Psionic Attacks[M], Power Attack, Power Penetration[UP], Psionic Body[UP], Psionic Endowment[UP, M], Psionic Fist[UP], Unavoidable Strike[UP, M], Void Focus

Skills Bluff +42, Diplomacy +39, Fly +28, Intimidate +42, Knowledge (arcana) +37, Knowledge (dungeoneering) +37, Knowledge (geography) +37, Knowledge (local) +37, Knowledge (nature) +37, Knowledge (planes) +40, Knowledge (psionics) +40, Knowledge (religion) +37, Perception +41, Sense Motive +38, Spellcraft +40, Survival +38

Languages telepathy 300 ft, .truespeech

SQ no breath

SPECIAL ABILITIES

Cosmic Isolation (Su) A creature damaged by the antithesis' slam attack must succeed at a DC 35 Will save or become disconnected from any patrons or otherworldly forces which grant them powers. For the next 24 hours, the target is treated as if they have temporarily broken their codes of conduct. Any character affected by cosmic isolation who has a class that is restricted to a specific alignment is treated as an ex-member of that class for 24 hours; an atonement spell or similar ability can end this effect. Other effects which are dependent on an otherworldly patron or connection to other planes may be suppressed at GM discretion.

Insulated Resolve (Ex) The Diplomacy DC to make an antithesis suppress its regeneration and void shield is equal to 30 + its Hit Dice (normally 57). For any saving throw against an effect which could be used to cure or suppress compulsion, confusion, emotion, or insanity effect, the antithesis rolls twice and takes the higher result. By spending a point of mythic power, the antithesis may automatically succeed at such a saving throw against such an effect if it is from a non-mythic source.

Massive (Ex) Because of antithesis's size, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to its movement, though forests or settlements are considered difficult terrain. A Huge or smaller creature can move through any square the antithesis occupies, and vice versa. The antithesis can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes.

The antithesis gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It is possible for a Huge or smaller creature to climb the antithesis with a successful DC 30 Climb check, however unlike the normal rules regarding

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the antithesis and attacks of opportunity, a Small or larger creature that climbs on the antithesis provokes an attack of opportunity from the monster.

Plane-Rending Aura (Su) Creatures and objects within 300 feet of an antithesis are prevented from traveling through planes as per the dimensional lock spell and are made corporeal as per the *rending the veil*[PASP] power with no saving throw for as long as they remain within this aura (this does not cause incorporeal creatures to become dazed. Any creature which dies in the antithesis' plane-rending aura is affected as the *sever the strand*[PASP] power.

Any extradimensional space within the antithesis' plane-rending aura implodes, scattering its contents in the nearest available square. If the space is in the possession of a creature, the owner is allowed a DC 35 Will saving throw to stop the implosion. Any extraplanar creature which starts its turn within the plane-rending aura or attempts to move into the aura must succeed at a DC 35 Will saving throw or be banished as per *expulsion*[UP]. The save DC is Charisma-based. A creature which successfully saves against the antithesis' plane-rending aura is immune to its banishing effect for 24 hours.

Ravage the Masses (Su) Whenever an antithesis uses a psi-like ability which targets one or more creatures rather than an area, the antithesis may choose to target any number of creatures within 300 feet that it can perceive. By spending a point of mythic power, the antithesis can extend this range from 300 feet to 10 miles.

On worlds that are protected by agents of other Logi, the most powerful form of unmaker manifests to tear away the planet's metaphysical connections and ideals. With their gnarled branchlike limbs and overwhelming psionic presence, the titanic antitheses first lays waste to supernatural structures, then to otherworldly intercessors, and finally to the minds of the masses as it strips from them any hopes of agency. Unleashing a single antithesis can cause great strain for a Consumption manifestation, potentially allowing the greater hivemind to be destroyed should this mythic avatar fall.

Unmaker, Doom Engine CR 14

XP 38,400

CE Huge outsider (native, psionic, unmaker)

Init –1; **Senses** darkvision 60 ft., lifesense 120 ft.; Perception +22

Aura impotence (20 ft., DC 23)

DEFENSE

AC 27, touch 11, flat-footed 27 (+4 deflection, –1 Dex, +16 natural, –2 size)

hp 203 (14d10+126); regeneration 5

Fort +18, **Ref** +3, **Will** +14

Defensive Abilities destructive hide, ruinous shield; **DR** 10/-; **Immune** cold; **PR** 25

Weaknesses unstable resolve

OFFENSE

Speed 50 ft., climb 50 ft., fly 20 ft. (poor)

Melee bite +24 (3d6+18 force damage plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks fast swallow, space-rending blows, swallow whole (8d6 force damage, 20 hp, AC 22), unimpeded advance

Psi-Like Abilities (ML 13th; concentration +18)

Constant—*adapt body*[UP], *energy adaptation*[UP], *empathic feedback*[UP] (DC 17, full damage), *slip the bonds*[UP]

At-Will—*greater psychoport*[UP]

3/day—*kinetic crash*[APC] (DC 17, 13d6, +17 bull rush, fly speed, explosion), *kinetic redirection*[APC] (DC 17, may use abilities as attack of opportunity or without spending action), *summoning strike*[UP] (DC 21, Large size)

1/day—*null psionics field*[UP, M]

STATISTICS

Str 34, **Dex** 9, **Con** 28, **Int** 14, **Wis** 20, **Cha** 19

Base Atk +14; **CMB** +28 (+32 grapple); **CMD** 43 (51 vs. trip)

Feats Awesome Blow, Cornugon Smash[CEoD], Furious Focus[APG], Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike

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Skills Bluff +21, Intimidate +21, Knowledge (local) +19, Knowledge (planes) +19, Knowledge (psionics) +19, Perception +22, Sense Motive +22, Spellcraft +19
Languages telepathy 100 ft., truespeech
SQ no breath

SPECIAL ABILITIES

Destructive Hide (Ex) The doom engine refracts force used upon it back onto the implements of its destruction. Any creature that strikes the doom engine with a manufactured weapon in melee must succeed at a DC 21 Fortitude save or have their weapon take 2d6 points of force damage. If the creature strikes with a natural weapon or unarmed strike, they instead must save or take this damage. The save DC is Charisma-based.
Impotence Aura (Su) Any creature within 20 feet of the doom engine must succeed at a DC 23 Fortitude save or become fatigued as well as a DC 23 Will save or become shaken for so long as it remains in the aura. A creature in the aura that is both fatigued and shaken (or is affected by a more severe version of either condition) is also considered flat-footed.
Unimpeded Advance (Ex) A doom engine is unaffected by difficult terrain, reshaping itself as needed to continue moving.

Doom engines are designed to counter physically imposing foes, engaging them at close range and destroying their weapons while redirecting any damage taken. They are often employed as shock troops, storming heavy fortifications and breaking enemy lines.

Unmaker, Endweaver CR 17

XP 102,400
CE Large outsider (native, psionic, unmaker)
Init +10; **Senses** all-around vision, *aura sight*[UP], darkvision 120 ft., lifesense 120 ft.; Perception +20
Aura nullified miracles (60 ft.)

DEFENSE

AC 28, touch 22, flat-footed 22 (+7 deflection, +6 Dex, +6 natural, –1 size)
hp 178 (17d10+85); regeneration 10
Fort +15, **Ref** +11, **Will** +17
Defensive Abilities all-around vision, blank slate, ruinous shield; **DR** 10/-; **Immune** cold; PR 28
Weaknesses unstable resolve

OFFENSE

Speed 50 ft., fly 80 ft. (perfect)
Melee 2 claws +23 (2d6+7 force damage plus energy drain), 5 tendrils +21 (1d6+3 force damage plus grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tendrils)
Special Attacks energy drain (2 levels, DC 25), space-rending blows
Psi-Like Abilities (ML 17th; concentration +24)
Constant—*aura sight*[UP], *pierce the veils*[UP], *reddopsi*[UP], *slip the bonds*[UP]
At will—*dispel psionics*[UP]*, *energy missile*[UP] (17d6–17 force, DC 26), *extradimensional waymaking*[APC]*, *greater psychoport*[UP], *planar travel*[UP], *wrench*[UP]
3/day—*ad nihilo*[APC]*, *banish*[UP] (DC 23), *ectoplasmic shambler*[UP], *psychomachy ego whip*[UP] (DC 24, 4d4), *sever the strand*[PASP]
1/day—*apopsi*[UP] (DC 26), *psionic effigy*[APC] (may target all within 60 ft.), *unravel psionics*[UP] (DC 26)
(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 25, **Dex** 23, **Con** 20, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +17; **CMB** +25 (+29 grapple); **CMD** 48
Feats Combat Reflexes, Greater Psionic Endowment[UP], Greater Sunder, Improved Initiative, Improved Sunder, Metapsionic Ability[APC] (*ego whip*[UP], Psychomachy[LotN]), Multiattack, Power Attack, Psionic Endowment[UP]
Skills Bluff +27, Diplomacy +27, Intimidate +27, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (planes) +27, Knowledge (psionics) +27, Knowledge (religion) +27, Perception +27, Sense Motive +27, Spellcraft +27, Stealth +20, Survival +27
Languages telepathy 300 ft., truespeech
SQ no breath, ruinous power, spacial rapture

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SPECIAL ABILITIES

Aura of Nullified Miracles (Su) Whenever a creature other than the endweaver attempts to cast a spell or manifest a power within 60 feet of the endweaver, they must succeed at a concentration check (DC 20+the level of the spell or power) or lose the effect.

Blank Slate (Ex) Any divination or clairsentience effects that would attempt to perceive or gather information on an endweaver automatically fail. The creature and any info on it simply do not show up.

Spatial Rapture (Su) The endweaver's planar mastery enables it to keep creatures close and nullify any ability for them to escape while also impairing the approach of others. Any attempt to teleport, plane shift, or summon a creature into a location inside the endweaver's aura of nullified miracles automatically fails. In addition, any creature that would try to leave an endweaver's aura of nullified miracles through movement, teleportation, or any other means must succeed at a DC 25 Fortitude save or else be hedged in by the effect, unable to move beyond the reaches of the aura. This does not stop the endweaver from moving away from creatures on its own accord and leaving them outside the area.

Endweavers are designed to combat powerful spellcasters and psionicists, matching their versatility and power with a bevy of entrapping and negating abilities. They are schemers and strategists, often taking time to figure out the abilities of their opponents.

Unmaker, Nihileon CR 20

XP 307,200

CE Gargantuan outsider (native, psionic, unmaker)

Init +6; Senses all-around vision, *aura sight*[UP], darkvision 120 ft., lifesense 120 ft., *pierce the veils*[UP]; Perception +38

Aura *phrenic overload*[APC] (80 ft., DC 30)

DEFENSE

AC 37, touch 18, flat-footed 35 (+10 deflection, +2 Dex, +19 natural, –4 size)

hp 414 (24d10+264); regeneration 10

Fort +25, **Ref** +11, **Will** +25

Defensive Abilities all-around vision, dark mystery, ruinous shield; **DR** 10/-; **Immune** cold; **PR** 31

Weaknesses unstable resolve

OFFENSE

Speed 60 ft., fly 120 ft. (perfect)

Melee 6 tendrils +33 (3d6+6 force plus energy drain and blighting presence)

Space 20 ft.; **Reach** 20 ft.

Special Attacks blighting presence, energy drain (2 levels, DC 30), psionic fist +2

Psi-Like Abilities (ML 20th; concentration +30)

Constant—*aura sight*[UP], *deathless form*[APC] (immune to death from ability drain and death effects), *energy adaptation*[UP], *phrenic overload*[APC] (DC 30, penalty to AC and DCs, confuses, automatically read minds), *pierce the veils*[UP], *slip the bonds*[UP]

At will—*ad nihilo*[APC]*, *aura of decay*[PASP] (DC 24, causes ability damage and reduces hardness), *disintegration*[UP] (40d6, DC 30), *dispel psionics*[UP]*, *energy ball*[UP, M] (20d6–20 force, DC 30), *energy burst*[UP] (20d6–20 force, DC 30), *energy current*[UP] (20d6–20 force, DC 30), *energy wall*[UP] (DC 23), *extradimensional waymaking*[APC]*, *interplanetary psychoport*[APC], *planar travel*[UP], *psychosis*[UP] (DC 30, 4 targets), *sever the strand*[PASP], *telekinetic force*[UP] (625 lbs, DC 30), *telekinetic maneuver*[UP] (+6), *wrench*[UP]

3/day—*energy carpet*[APC] (20d6–20 force, DC 30), event horizon (DC 28, 20-ft. radius, persists for 20 rounds, 20-ft. radius pull), *null psionics field*[UP, M], *psionic effigy*[APC]*, *quickened energy burst*[UP] (14d6–20 force, DC 27), *wall of ectoplasm*[UP]

1/day—*armageddon*[APC] (DC 29), *feed to oblivion*[APC]* (DC 28, 2 targets), *unravel psionics*[UP] (DC 29)

(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

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STATISTICS

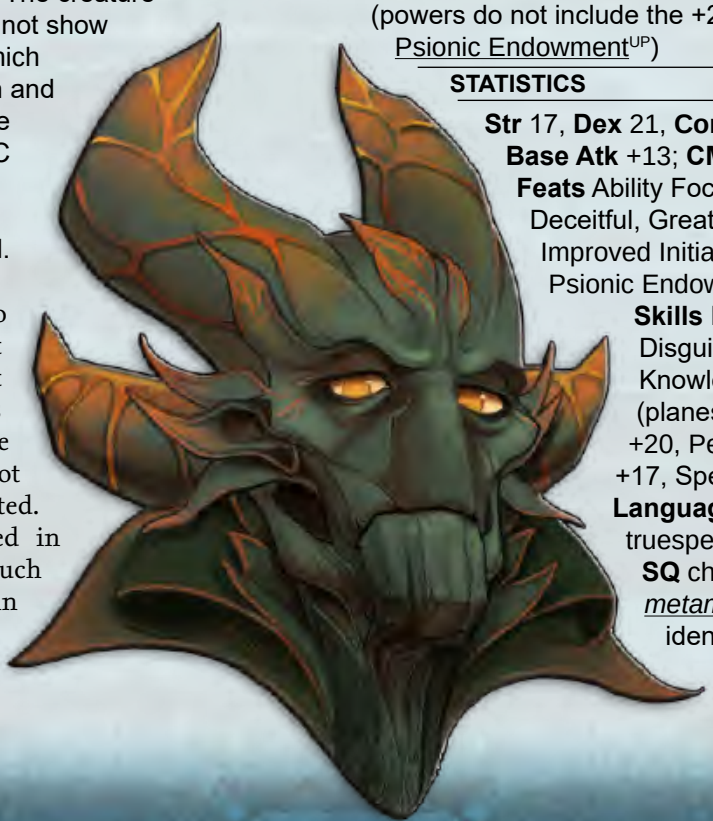
Str 36, **Dex** 15, **Con** 32, **Int** 29, **Wis** 32, **Cha** 31
Base Atk +24; **CMB** +41; **CMD** 63
Feats Deep Focus[UP], Flyby Attack, Greater Psionic Endowment[UP], Greater Psionic Fist[UP], Improved Initiative, Metapsionic Ability[APC] (*energy burst*[UP], Quicken Power[UP]), Power Penetration[UP], Psionic Body[UP], Psionic Endowment[UP], Psionic Fist[UP], Unavoidable Strike[UP], Void Focus
Skills Bluff +37, Diplomacy +34, Fly +31, Intimidate +37, Knowledge (arcana) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (nature) +33, Knowledge (planes) +36, Knowledge (psionics) +36, Knowledge (religion) +33, Perception +38, Sense Motive +35, Spellcraft +36, Survival +35
Languages telepathy 300 ft., truespeech
SQ no breath

SPECIAL ABILITIES

Blighting Presence (Su) The impacts left behind by a nihileon's attacks are left wasted and ruined. Any damage dealt by a nihileon is cursed and cannot be healed unless the caster succeeds at a DC 30 caster level check (this is a curse effect). In addition, any terrain within the area of one of the nihileon's damaging psi-like abilities becomes wholly barren, unable to sustain any sort of life. This effect can be removed by an *aura alteration*[UP] power or *greater restoration* spell upon one creature, object, or 10-foot cube patch of terrain. More powerful effects such as *wish* or *reality revision*[UP, M] cleanse one 10-foot cube patch per caster or manifester level.

Dark Mystery (Ex) Any divination or clairsentience effects that would attempt to perceive or gather information on a nihileon automatically fail. The creature and any info on it simply do not show up. In addition, creatures which attempt to identify a nihileon and its abilities with a Knowledge check must succeed at a DC 32 Will save or be unable to identify it as a nihileon. The save DC is Charisma-based.

Nihileons are created not to fight individual creatures but entire armies or cities. Not only do they ravage large areas rapidly, but they also ensure that any realm they attack cannot easily be repaired or repopulated. Rarely are nihileons deployed in groups larger than one, as such overwhelming force is scant in its necessity.



Unmaker, Unmimic CR 12

XP 19,200
CE Medium outsider (native, psionic, unmaker)
Init +9; Senses darkvision 60 ft., lifesense 120 ft.; Perception +20
Aura discord (60 ft., DC 21), empathic understanding (30 ft., DC 19)

DEFENSE

AC 21, touch 21, flat-footed 16 (+5 Dex, +6 deflection)
hp 110 (13d10+39); regeneration 5
Fort +11, **Ref** +9, **Will** +12
Defensive Abilities ruinous shield; **DR** 5/-; **Immune** cold; **PR** 23
Weaknesses unstable resolve

OFFENSE

Speed 40 ft., fly 30 ft. (perfect)
Melee 2 slams +16 (1d8+3 force damage)
Special Attacks lock perception
Psi-Like Abilities (ML 11th; concentration +17)
Constant—empathic understanding (DC 19, can detect lies)
At will—*aversion*[UP] (DC 22, 15 hours), *cloud mind*[UP] (DC 22, 11 creatures), *compelling voice*[UP] (DC 22, 5 rounds), *complex false sensory input*[APC*] (DC 22, 3 senses), *empathic connection*[UP] (DC 22, affects all eligible creatures, 1 day/level), *feign familiarity*[APC] (DC 22, 14 targets, no automatic break), *memory modification*[UP] (DC 20), *mind probe*[UP] (DC 22)
3/day—*insurrection*[APC] (DC 22, 5 targets, 50%), *moment of terror*[UP] (DC 20, penalty regardless), *obsession*[APC] (DC 22, causes Wisdom damage)
1/day—*assign imperative*[APC] (DC 22), *energy current*[UP] (11d6–11, DC 22), latent programming[APC] (DC 22)
(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 18, **Wis** 19, **Cha** 22
Base Atk +13; **CMB** +16; **CMD** 37
Feats Ability Focus (lock perception), Deceitful, Greater Psionic Endowment[UP], Improved Initiative, Power Penetration[UP], Psionic Endowment[UP]
Skills Bluff +26, Diplomacy +22, Disguise +26, Intimidate +22, Knowledge (local) +20, Knowledge (planes) +20, Knowledge (psionics) +20, Perception +20, Sense Motive +17, Spellcraft +20
Languages telepathy 100 ft., truespeech
SQ change shape (*minor metamorphosis*[UP]), no breath, steal identity

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SPECIAL ABILITIES

Discord Aura (Su): All creatures within 60 feet of an unmimic become untrustworthy and difficult to interact with. Creatures that fail a DC 22 Will save are no longer treated as allies to other creatures and cannot provide flanking, use or benefit from teamwork feats or aid another actions, or allow other creatures to move through their space. Any power or effect that requires a willing target fails if used on an affected creature, and even harmless effects require an attack roll (if applicable) and require affected creatures to attempt a saving throw to resist their effects (if a save is allowed). In addition, all creatures who fail their save are treated as one step less friendly for the purpose of Diplomacy checks. The save DC is Charisma-based.

Lock Perception (Su): Any creature that an unmimic succeeds at a Bluff or Diplomacy check against becomes permanently rooted in their belief. Whenever such a check succeeds, any targets attempt a DC 24 Will save. On a failed save, no action or event can make the target realize they were lied to or make it more hostile to the unmimic. This is a mind-affecting curse effect. The save DC is Charisma-based.

Steal Identity (Su): When a creature fails their save against an unmimic's *mind probe*[UP] psi-like ability, the unmimic learns how to replicate the target creature flawlessly. It can take the shape of the creature using its change shape ability (as far as the shape can be replicated with *minor metamorphosis*[UP]), gaining a +20 bonus on all Disguise checks to pretend to be that creature. Having read the creature's thoughts thoroughly, the unmimic knows everything that the original creature did at the time it was read.

Unmimics act as spies and infiltrators, directly combatting those who would utilize guile or social aptitude to combat the unmakers. A well-placed unmimic or squad of unmimics can tear apart an enemy faction before they can even mount an offensive.

Uvuudaum CR 20/MR 8

XP 307,200

CE Large outsider (extraplanar)

Init +18/–2M, dual initiative[MA]; **Senses** low-light vision, touchsight 500 ft.; Perception +25

Aura shattered envisaging 40 ft. (DC 28)

DEFENSE

AC 42, touch 29, flat-footed 36 (+8 deflection, +6 Dex, +7 insight, +12 natural, –1 size)

hp 370 (20d10+260); regeneration 20 (see shifting regeneration)

Fort +23, **Ref** +26, **Will** +27

Defensive Abilities assertion over reality, outside time, shifting regeneration; **DR** 20/epic; **Immune** critical hits and precision damage, poison; **SR** 32

OFFENSE

Speed 120 ft., climb 90 ft.

Melee head spike +26 (8d6+7/x3 plus 2d4 Wisdom drain)

Special Attacks admixture mastery, fight through restriction, flexible sphere mastery, mythic power[MA] (8/day, surge +1d10), path ability (channel power, infectious spell, resilient arcana +8)

MAGIC

Caster Level 20; **MSB** +20, **MSD** 31, Concentration +29

Tradition Destabilized Architecture (Center Of Power[USoP], Incompatible Energies[CSSP], Magical Signs[USoP], Substantial Magic[EO3], Unstable Storage[TIH], Variant Wild Magic[WM], Boons Alien Source[CSSP] (Creation), Wild Surge[WM]); **CAM** Int

Spell Points 36

Creation Sphere - Talents Altering Burst[USoP], Potent Alteration[USoP]; (alter) Change Material[USoP], Forge[USoP]; (material) Expanded Materials[USoP], Fleshcraft[USoP] (advanced)

- *alter*, touch or ranged touch (75 ft.), destroy or repair target object or creature (1d6+20), **Altering Burst**; target objects in 10- or 20-ft. radius, 1 sp, **Potent Alteration**; target attended and magical objects, up to 5 with altering burst, **Change Material**; *alter* target from one material to another, **Expanded Materials**; may affect plant matter, stone, gems, and metals
- *create*, 1 sp, create object of flesh within close (75 ft.) range, max size Gargantuan, concentration or 20 minutes (1 sp), **Divided Creation**; create multiple smaller objects in place of a single large object, **Expanded Materials**; may affect plant matter, stone, gems, and metals
- **Forge**; 1 sp, reshape flesh, **Fleshcraft**; may reshape body in various ways
  - Remove or restore limb
  - Remove or restore sense
  - Attack body to deal 2d6 Con damage
  - Permanently reshape target's appearance

Destruction[USoP] **Sphere - Talents** Admixture[USoP], Calamity[USoP] (advanced), Extended Range[USoP], Greater Admixture[USoP] (advanced); (blast shape) Energy Aura[USoP], Explosive Orb[USoP], Guided Strike[USoP], Sculpt Blast[USoP]; (blast type) Adhesive Blast[USoP], Disintegrate[USoP] (advanced), Frost Blast[USoP], Searing Blast[USoP], Shock Blast[USoP]

- *destructive blast*, medium range ray (300 ft.), 10d6 damage, 1 sp 20d6 damage, **DC** 29; use with (blast shape), inflict a (blast type), **Admixture**; increase casting time or spend 1 sp to apply 2 (blast type) talents or admixture feat, **Greater Admixture**; 1 sp, apply third (blast type) when using Admixture
  - (blast shape)
    - **Energy Aura (blast shape)**; 15-ft. aura, move action, 10 damage, Reflex save half, 20 rounds
    - **Explosive Orb (blast shape)**; 5-ft. burst or (1 sp) 30-ft. burst (Reflex halves) Calamity; 2 sp, 100-ft. burst

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- **Guided Strike (blast shape)**; +20 bonus on attack roll
- **Sculpt Blast (blast shape)**; 30-ft. burst centered on self, close range cone (75 ft.), medium range line (300 ft.); Reflex half, Calamity; 2 sp, 75-ft. burst centered on self, 300-ft. cone, or 1,200-ft. line

○ (blast type)

- **Adhesive Blast (blast type)**; deal acid damage, struck targets entangled and unable to move for 1 round
- **Disintegrate (blast type)**; 1 sp, deal untyped damage, reduces slain targets to dust, can destroy 10-ft. cube of nonliving material
- **Frost Blast (blast type)**; deal cold damage, struck targets staggered for 1 round
- **Searing Blast (blast type)**; deal fire damage, use d8s in place of d6s
- **Shock Blast (blast type)**; 1 sp, deal electricity damage, use d4s in place of d6s, struck targets must succeed at Fortitude save or be dazed for 1 round

Life[USoP] **Sphere - Talents** Affliction[USoP], Greater Restore[Wrd], Mass Healing[USoP], Resuscitate[USoP], Resurrection[USoP] (advanced); (cure) Restore Capacity[USoP], Restore Senses[USoP], Restore Spirit[USoP]

- *cure*, 1 sp, touch or close range (70 ft.), **DC** 29; heal 1d8+80 hp; **Mass Healing**; 1 sp, affect up to 10 additional targets; **Resuscitate**; may affect targets who died within last round
  - **Affliction**; invert cure to negative energy to damage the living (no effect on undead)
- *invigorate*, touch or close range (70 ft.), **DC** 29; grant 20 temp hp, lasts for 1 hour; **Mass Healing**; 1 sp, affect up to 10 additional targets, **Resuscitate**; may affect targets who died within last round
- *restore*, touch or close range (70 ft.), **DC** 29; **Mass Healing**; 1 sp, affect up to 10 additional targets; **Greater Restore**; 1 sp, apply 2 versions of *restore*; (mind; remove confused, dazed, dazzled, frightened, panicked, shaken, staggered, all sensory loss) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal all ability damage, all ability drain in 1 score, 5 temporary negative levels, and suppress 1 permanent negative level for 20 minutes) or (capacity; allow target immediate Escape Artist check with +20 bonus, cure stunned condition and movement restrictions, magic skill check to end paralysis), 1 sp
  - **Affliction**; invert *restore* to inflict exhaustion/fatigue for 2d6 rounds, confused for 1d6 rounds, entangled and half movement speed for 1d6 rounds, or unable to benefit from healing/fast healing/regeneration for 2d6 rounds
- **Resurrection**; 3 sp and 1 minute, bring willing target back to life who has been dead for no more than 20 days, impose 2 negative levels

Mana[TIH] **Sphere - Talents** Curse Of Mana[TIH] (advanced), Explosive Expunge[TIH]; (expunge) Disorient[TIH], Mark Of Instability[TIH], Mark Of Lifeburn[TIH], Oversaturation Surge[AMH], Forced Conversion[AMH]; **Drawbacks** Incongruent[TIH], Selfish Caster[TIH]

- *expunge*, medium range (300 ft.), **DC** 29, apply the effect of one (expunge), **Explosive Expunge**; expunge all targets in 30-ft. burst, 2 sp
  - **Disorient**; –7 penalty to caster level on next sphere effect within 20 minutes. Reduction below 1 stops casting, Will negates
  - **Forced Conversion**; target takes 10d8 damage and gains 10 temp sp, may use on self as move action by taking 10 additional damage, Fort negates
  - **Mark Of Instability**; target cannot spend spell points for 6 rounds, Fort negates, **Curse Of Mana**; make effect permanent curse, 3 sp
  - **Mark Of Lifeburn**; target takes 6d8 damage for spending a spell point, 12d8 for spending 3 or more for 20 minutes, Fort negates, releasing 5 sp ends, 1 sp Curse Of Mana; make effect permanent curse, 3 sp
  - **Oversaturation Surge**; 1 sp damage for every temp sp plus 1d8 damage per sp damage (doubled if total sp exceeded normal maximum, max 40d8) or 2d6 damage and 1 sp damage for each caster level above Hit Dice, penalty to caster level equal to sp damage dealt on next effect for 1 minute, Fort negates
  - **Spellburn**; magic skill check vs. target, on success they take 3 spell point damage and are spellburned (1d8 spell points)

Telekinesis[USoP] **Sphere - Talents** Affix[USoP] (advanced), Astral Affixation[USoP] (advanced), Effortless Telekinesis[USoP] (advanced), Flight[USoP], Idle Concentration[USoP], Increased Range[USoP], Gravity Ward/Well[USoP]

- *telekinesis*, medium range (300 ft.), target 1 object, **DC** 29; max size Gargantuan, AC 19, move 40 ft./round, concentration or 20 hours (1 sp, Sustained Force), **Divided Mind**; 1 sp, affect up to 20 additional targets, **Idle Concentration** may maintain concentration as swift action if no action is taken
  - **Affix**; permanently pin target in place on failed Reflex save, escape DC 35, 2 sp; **Astral Affixation**; paralyze affixed target and increase escape DC to 41, 1 sp
  - **Bludgeon**; +29 to attack
  - **Flight**; lift creature and allow them to control own movement (perfect fly speed)
  - **Gravity Ward/Well**; push/pull all creatures within 30 ft. of specific point, CMB +29, CMD 39, concentration or 20 hours (1 sp, Sustained Force)
  - **Sustained Force**; free action to cease concentration, 20 hours, move action to give simple orders, 1 sp

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Warp[USoP] **Sphere - Talents** Distant Teleport[USoP], Flawless Teleport[USoP] (advanced), Mass Teleport[USoP], Planeshift[USoP] (advanced), True Teleport[USoP] (advanced), Universal Teleport[USoP] (advanced), Unseeing Teleport[USoP], Unwilling Teleport[USoP]; (space) Blink[USoP]

- *teleport*, close range (75 ft.), move target up to close range (175 ft.); 1 sp, increase range to long (1,200 ft.), **DC** 29, **Lethal Teleport**; can teleport targets into hazardous locations, granting +4 bonus on saving throw, **Mass Teleport**; 1 sp, affect up to 10 additional targets, **True Teleport**; 2 sp, teleport any distance, **Unseeing Teleport**; may teleport to locations you cannot perceive
- **Planeshift**; travel to alternate plane of existence, 2 sp
- **Blink (space)**; close range (75 ft.), grant target 50% miss chance or impose miss chance, **DC** 29, concentration or 20 minutes, 1 sp

STATISTICS

Str 25, **Dex** 22, **Con** 29, **Int** 29, **Wis** 24, **Cha** 27
Base Atk +20; **CMB** +27; **CMD** 58
Feats Contingency[USoP, M], Counterspell[USoP], Curative Admixture[DbH], Dispelling Admixture[CC2], Fissile Creation[SABMT], Generative Admixture[BLA], Improved Counterspell[USoP], Improved Initiative[M], Incarnate Magic[TCH], Propulsive Creation[SABMT], Quicken Spell, Space-Rending Admixture[USoP], Spellshock Admixture[TIH], Sphere Virtuoso[USoP], Telekinetic Admixture[USoP], Widen Spell; **Dual Sphere Drawbacks**[BLA] Unstable Creations[BLA]
Skills Acrobatics +26, Craft (any one) +32, Fly +22, Heal +27, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Knowledge (engineering) +32, Knowledge (geography) +29, Knowledge (nature) +29, Knowledge (planes) +32, Perception +30, Spellcraft +32, Stealth +22, Use Magic Device +28
Languages none
SQ alien senses

SPECIAL ABILITIES

Admixture Mastery (Ex) An uvuudaum gains all (admixture) feats which it meets the prerequisites for as bonus feats. The uvuudaum reduces the spell point cost of any use of the Admixture talent by 1 (minimum 0).
Alien Senses (Ex) An uvuudaum's senses are configured to operate in environments dramatically different from the known universe. An uvuudaum is blind and deaf but can distinguish living creatures (as lifesense) and magic auras (as the divine ability of the Divination[USoP] sphere) within range of its touchsight.
Assertion Over Reality (Su) An uvuudaum adds its Charisma modifier as a deflection bonus to AC and a resistance bonus on saving throws. It also adds its Wisdom modifier as an insight bonus to AC.
Shattered Envisaging (Su) An uvuudaum's attempts to communicate are hopelessly distorted, endangering all those who approach it. Any creature which starts its turn within 40 feet of the uvuudaum or attempts to communicate telepathically with the uvuudaum becomes confused for 1d4 rounds unless they succeed at a DC 28 Will save. The save DC is Charisma-based.
Shifting Regeneration (Ex) The uvuudaum's regeneration adapts rapidly, shifting between numerous different methods. When an uvuudaum rests to regain spell points, it selects a type from among acid, cold, electricity, and fire. The uvuudaum's regeneration is bypassed by damage of that type, but after taking that damage the type of damage needed to bypass its regeneration changes to the next type (acid to cold, cold to electricity, electricity to fire, and fire to acid).

The piecemeal construction of magic from countless disparate universes creates overlapping realms of conflicting structure, and it is in these peripheries where the uvuudaum reign. Taking on uncanny geometries and twisted metaphysical essences, each uvuudaum appears as an erratic mass of limbs mounted on a gnarled form devoid of sensory organs. They primarily rely upon their magic to rend foes apart, though even they do not understand how their unstable abilities can sometimes twist reality.

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CHAPTER 7

Creature Templates

William Kwan (Order #51350870)

This chapter opens up new options for creatures in your campaigns set on Vandara, Aurin, and the Beyond using templates to adapt standard creatures into exciting variants shaped by the strange powers of the cosmos.

Apostle Kyton

"Apostle kyton" is an acquired template that can be added to any living creature of the humanoid or monstrous humanoid type (referred to hereafter as the base creature). Typically, it is only applied to humans, but circumstances could lead to the genesis of apostle kytons of other races. An apostle kyton uses the base creature's statistics and abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Lawful evil.

Type: The apostle kyton's type changes to outsider (kyton, native, psionic). Do not recalculate Hit Dice, base attack bonus, or saves. It gains the augmented subtype.

Senses: An apostle kyton gains darkvision 60 feet.

Armor Class: Natural armor bonus increases by 4.

Defensive Abilities: An apostle kyton gains immunity to cold, power resistance equal to 11 + its total CR, and regeneration equal to 1/2 its Hit Dice that is negated by good weapons, good spells, and silver weapons.

Special Attacks: An apostle kyton gains the following special attacks:

Agonizing Prayer (Su) As a full-round action that provokes attacks of opportunity, an apostle kyton can orate a psychoactive professions that cause any non-kyton listening to erupt in bleeding wounds. Any non-kyton listener must succeed at a Will save (DC = 10 + 1/2 the apostle kyton's Hit Dice + its Charisma modifier) or take 1d6 points of nonlethal damage per Hit Die of the apostle kyton, take bleed damage as if struck by the apostle kyton's bleeding touch, and become staggered for 1 round. Creatures that succeed at this save halve the nonlethal damage and negate the staggered effect, but they still take the bleed damage. A creature that has taken nonlethal damage greater than or equal to its current hit points is not normally rendered unconscious by this ability, but such a creature is still helpless, rendering it susceptible to the apostle kyton's seductive oration ability. This is a sonic pain effect.

Bleeding Touch (Su) An apostle kyton that touches a creature deals 1 point of damage plus 1d6 points of bleed damage for every 10 Hit Dice of the kyton. If an apostle kyton attacks with natural or manufactured weapons, its weapons also deal this bleed damage.

Seductive Oration (Su) An apostle kyton has a unique perspective due to her transition into her current form. As a full-round action that provokes attacks of opportunity, an apostle kyton can speak to the pleasures and wonders it experienced during its transformation. Any creature that listens to this speech for 1 continuous minute must succeed at a Will save (DC = 10 + 1/2 the apostle kyton's Hit Dice + the apostle kyton's Charisma modifier) or take 1d6 points of Wisdom damage. This Wisdom damage increases by 1d6 for every 8 Hit Dice of the apostle kyton. A creature that succeeds at its save cannot be affected by that apostle kyton's seductive oration ability for 24 hours.

After failing the save to resist the apostle kyton's seductive oration, the target begins to question the definitions of morality, physicality, and life. Once per week, as long as the affected creature remains in communication with the apostle kyton, it must attempt a saving throw against seductive oration again or have its alignment shift one step toward lawful evil and take 1d6 additional points of Wisdom damage. The save DC increases by 1 per consecutive week of contact with the apostle kyton. A successful save prevents the alignment shift. A creature cannot take Wisdom damage from seductive oration more than once per week, even if it encounters multiple apostle kytons.

When the target's alignment completely shifts to lawful evil (or if the target is lawful evil when first seduced), the target must immediately succeed at a Will save (with the same DC as seductive oration, including any increases from extended contact) or gain a greater severance. If your campaign uses the strain system, then instead of dealing Wisdom damage, seductive oration deals strain damage equal to 1/2 the apostle kyton's CR. If the target is turned lawful evil, the greater severance it gains is in addition to any severances it might gain from the strain damage itself. Creatures that are warped by an apostle kyton often eventually become broken souls, but some rare individuals gain the shadowbound corruption or even transform into apostle kytons themselves.

Unnerving Gaze (Su) An apostle kyton's unnerving gaze (see the kyton subtype) causes those who fail their saving throws to be fascinated by the apostle kyton. The apostle kyton's seductive oration does not break this fascination effect, but other attacks break the effect as normal.

Psi-Like Abilities: An apostle kyton of 11 Hit Dice or higher can manifest ectoplasmic voyager[APC] at will as a psi-like ability, with a manifester level equal to her Hit Dice.

Ability Scores: Strength +6, Dexterity +4, Constitution +6, Intelligence +2, Wisdom +6, Charisma +6.

Skills: An apostle kyton gains a +4 racial bonus on Bluff, Heal, and Intimidate checks.

Languages: An apostle kyton learns Aklo as a bonus language.

Sample Apostle Kyton

Countless expeditions have ventured into the Silicon Barrier never to return, but death is among the more merciful fates awaiting the layer's travelers. Those scant few messages returned from the floating wreckage speak of strange songs that echo amidst the flotsam, songs that curious minds

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cannot help but try to decipher. Those that discern too much within these otherworldly melodies find themselves unable and unwilling to return to the surface, their essence transformed as all conviction is surrendered.

Barrier Explorer CR 12

XP 19,200
Apostle kyton human cryptic[UP] 11
LE Medium outsider (human, kyton, native, psionic)
Init +9; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 22, touch 18, flat-footed 19 (+3 armor, +5 Dex, +4 natural)
hp 119 (11d8+66); regeneration 5 (good weapons, good spells, silver weapons)
Fort +8, **Ref** +12, **Will** +9
Defensive Abilities altered defense 3, evasion, rapid defense; **Immune** cold; **Resist** acid 5, electricity 5; **PR** 23

OFFENSE

Speed 30 ft.
Melee silver rapier +12/+7 (1d6+4/18–20 plus bleeding touch) or bleeding touch +12 touch (bleeding touch)
Ranged disrupt pattern +13 (6d6+5)
Special Attacks agonizing prayer (DC 19), binding pattern, bleeding pattern, bleeding touch 1d6+1, claim pattern, dislocating pattern, disrupt pattern 6d6, psionic shot +2, seductive oration (DC 19), shatter pattern, swift trapper, trapmaker, unnerving gaze (DC 19)

Psi-Like Abilities (ML 11th; concentration +15)
At Will—ectoplasmic voyager[APC]
Powers Known (ML 11th; power points; 63; base save DC 15 + power level; concentration +16)
Talents—*detect psionics*[UP], *far hand*[UP]
1st—*deja vu*[UP], *minor metamorphosis*[UP], *vigor*[UP]
2nd—*body adjustment*[UP], *cloud mind*[UP], *defy gravity*[UP]
3rd—*dispel psionics*[UP], *ectoplasmic grapnel*[UP], *greater concealing amorpha*[UP]
4th—*hidden body*[UP], *disrupting strikes*[UP]

STATISTICS

Str 18, **Dex** 20, **Con** 20, **Int** 20, **Wis** 14, **Cha** 18
Base Atk +8; **CMB** +12; **CMD** 27
Feats Burrowing Power[UP], Greater Psionic Shot[UP], Improved Initiative, One Pattern[UP], Psionic Meditation[UP], Psionic Shot[UP], Quicken Power[UP], Scribe Tattoo[UP]
Skills Heal +20, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (engineering) +19, Knowledge (nature) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +16, Stealth +25
Languages Aklo, Common, Elven, Celestial, Infernal, Synthic, Draconic
SQ hidden pattern +6, hide in plain sight, pattern designs, trapfinding
Combat Gear *belt of physical perfection +2*, cold iron rapier, inssuit[TG]

Aristeian Qlippoth

Seemingly, any qlippoth or qlippoth-corrupted creature possesses the ability to enter a terrifyingly potent, phenomenally aggressive, and nigh-immortal state which has been dubbed "Aristeia" by scholars and "certain doom" by those who have fought against it. Nobody knows what triggers this state or why qlippoth cannot remain in it constantly, but the people of Vandara have learned to be constantly vigilant of the telltale glow which emerges from a qlippoth whenever it ascends to this level of power.

Aristeian is a template which can be applied to any qlippoth or qlippoth-corrupted creature. An aristeian qlippoth uses the base creature's statistics and abilities except as noted here.

Challenge Rating: +1 plus an additional 1 for every 2 mythic tiers beyond the second (maximum of +5 at 10 ranks).

Mythic Tiers: An aristeian qlippoth gains mythic tiers equal to half its original CR, to a maximum of 10 mythic tiers. This grants the qlippoth bonuses to natural armor, hit points, damage reduction, power resistance, and ability scores as normal for a mythic creature. This also grants the aristeian qlippoth mythic feats as normal.

Senses: An aristeian qlippoth gains touchsight out to 30 feet and can see through surfaces as if wearing a ring of x-ray vision. If the qlippoth already possessed touchsight, the range is doubled.

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Defensive Abilities: An aristeian qlippoth gains regeneration (lawful weapons and spells) equal to its mythic rank. If it already possessed regeneration, that regeneration can only be suppressed by deific or mythic effects.

Special Qualities: An aristeian qlippoth gains the following special qualities:

Horrific Rampage An aristeian qlippoth's horrific appearance becomes a constant sensory barrage which assaults all who get too close. At the start of the aristeian qlippoth's turn, all creatures within 30 feet of the aristeian qlippoth must attempt a saving throw against the effects of the qlippoth's horrific appearance ability.

Imposing Mutation If the aristeian qlippoth has at least 3 mythic ranks, it gains one of the following universal monster abilities plus an additional one for every additional mythic rank beyond 3rd: constrict, dual initiative[MA], feral savagery[MA], fortification[MA], frightful presence, grab (one type of attack), natural invisibility, pounce, powerful blows[MA], rend (one type of attack), second save[MA], swallow whole, trample, and unstoppable[B4]. The abilities selected should be appropriate for the qlippoth's abilities. At GM discretion, an aristeian qlippoth may gain other abilities or improvements to its existing abilities in place of these mutations.

Temporary Ascent An aristeian qlippoth only maintains the aristeian template for a number of hours equal to its Hit Dice, after which the template is removed until some unknown event activates it again. Every time an aristeian qlippoth gains this template, the abilities it gains may be changed.

Sample Aristeian Qlippoth

The ylyrgoi are among the most evasive of qlippoth, seeming to emerge only in their aristeian state to sow havoc in remote settlements before retreating back into the wilderness. Many deny that these creatures exist, perhaps because the atrocious and violating transformations these creatures induce are too horrific for Vandarans to reconcile. Though it tends to choose its battles and avoid powerful targets, those few who have survived contact with the ylyrgoi speak of how the destruction of its stingers can seemingly harm the beast even in its undying state.

Qlippoth, Ylyrgoi — CR 16/MR 6

XP 76,800 CE

Huge outsider (chaotic, evil, extraplanar, mythic, psionic, qlippoth)

Init +7; **Senses** all-around vision, darkvision 60 ft., touchsight 30 ft., tremorsense 60 ft., x-ray vision; Perception +25

Aura gestation (30 ft.)

DEFENSE

AC 34, touch 11, flat-footed 31 (+3 Dex, +23 natural, −2 size)

hp 248 (13d10+177); regeneration 8 (deific or mythic lawful weapons and spells)

Fort +17, **Ref** +11, **Will** +9

DR 10/epic and lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft., climb 20 ft., swim 40 ft.

Melee 4 stings +20 (1d8+9/19–20/x3 plus implant), 4 tongues +15 touch (pull), tail slap +15 (2d6+4 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongues)

Special Attacks constrict (2d6+9), draining maws, horrific appearance (DC 20), mythic power[MA] (6/day, surge +1d8), pounce, pull (tongue,15 ft.), stunning shriek, violent destruction (30 ft., DC 25, 13d8)

Psi-Like Abilities (ML 13th; concentration +17)

At Will—*psionic blast*[UP] (DC 21, 5 rounds)

3/day—*quickened psionic blast*[UP] (DC 18, 2 rounds), *sense minds*[UP] (DC 16)

1/day—*fold space*[UP], *ultrablast*[UP] (13d6, DC 21), *wrench*[UP]

STATISTICS

Str 28, **Dex** 16, **Con** 28, **Int** 11, **Wis** 20, **Cha** 18

Base Atk +13; **CMB** +24 (+28 grapple, +28 pull); **CMD** 37 (cannot be tripped)

Feats Combat Reflexes, Critical Focus[M], Improved Critical[M] (sting), Improved Initiative[M], Metapsionic Ability[APC] (*psionic blast*[UP], Quicken Power[UP]), Power Attack[M], Staggering Critical

Skills Acrobatics +19 (+23 jump), Climb +17, Escape Artist +19, Intimidate +20, Perception +25, Stealth +11, Swim +17, Use Magic Device +20

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Languages Abyssal; telepathy 100 ft.
SQ horrific rampage, regenerate sting, temporary ascent (13 hours), ylyrgoi traits

SPECIAL ABILITIES

Disease (Su) *Qlippoth Corruption*: natural attack—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; ***effect*** 1d6 Wis and 1d6 Cha drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Draining Maws (Ex) The fanged maws that cover an ylyrgoi's body automatically deal 2d4+4 points of damage plus 1d4 points of Constitution damage per round to any creature the ylyrgoi constricts.

Gestation Aura (Su) An ylyrgoi's aura accelerates diseases and biological infestations. All such afflictions and conditions active within the ylyrgoi's 30-foot aura have the onset time reduced to 1 round and the frequency reduced to 1/minute. As a swift action once per round, an ylyrgoi can expend one use of mythic power to accelerate the frequency of all diseases and biological infestations by 1 minute. If the affliction is still during its onset period, the onset period automatically ends, and the creature immediately suffers the affliction's effects. Saves attempted due to the ylyrgoi's gestation aura ability do not count toward curing a creature's original affliction, nor do failures count when determining consecutive saves.

Horrific Appearance (Su) Creatures that succumb to an ylyrgoi's horrific appearance become captivated for 1d4+1 rounds by the scintillating rainbow of colors that cascades across its form as hundreds of its eyes blink in an array of mind-bending patterns. A captivated creature takes no actions save to approach the ylyrgoi, which it does not regard as a threat, via the most direct route possible and remain adjacent to it. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the ylyrgoi gets a new saving throw as a free action during each of the ylyrgoi's attacks to overcome the effect. A captivated creature's ally may attempt to shake it free of the effect as a standard action, which provides the captivated creature another saving throw to end the effect.

Implant (Ex) An ylyrgoi's stingers contain eggs that it can inject into Medium or larger creatures when it strikes with a sting attack. The target can resist being implanted with a successful DC 24 Fortitude save. If the save is unsuccessful, the egg gestates and becomes a fetal shoggti qlippoth that begins consuming its host after the onset period. When the host is reduced to 0 Con, a shoggti bursts from the host's body in a shower of viscera and gore, as much a transformation of the host body as a destruction of it. Creatures killed in this fashion can only be restored to life by *miracle*, *wish*, or similar magic. The egg or fetal shoggti can be cut free of the host's body with a successful DC 25 Heal check, which takes 1 hour and deals 3d6 points of slashing damage to the host creature regardless of success or failure. *Remove disease* (or any similar effect; DC 24) also kills an implanted egg or fetal shoggti.

Ylyrgoi Egg: Infestation—injury; *save* Fort 24; *onset* 1 day; *frequency* 1/day; ***effect*** 1d4 Con damage until host dies, then a shoggti emerges. When the shoggti emerges from the host, the shoggti is stunned for 1 round. The save DC is Constitution-based

Regenerate Stinger (Ex) When an ylyrgoi's stinger is severed, two stingers regrow in 1d2 rounds. A ylyrgoi cannot have more than twice its original number of stingers at any one time. To prevent new stingers from growing, at least 16 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they regrow. Attackers must overcome the ylyrgoi's resistance to these types of energy to inflict this damage. Acid or fire damage from area attacks can affect stumps and the body simultaneously. An ylyrgoi does not die from losing its stingers until all are cut off and the stumps seared by acid or fire. As an immediate action, an ylyrgoi can expend one use of its mythic power to immediately regrow two stingers from a stump.

Regeneration (Ex) An ylyrgoi's regeneration ability is equal to twice its current number of stingers (minimum 8). This regeneration applies only to damage inflicted on the ylyrgoi's body.

Stunning Shriek (Su) An ylyrgoi can emit a stunning shriek in a 30-foot-radius burst centered on itself as a standard action. All creatures in the area, other than the ylyrgoi, must succeed at a DC 24 Fortitude save to avoid being stunned by intense pain for 1 round and deafened for 1d6 rounds. An ylyrgoi can expend one use of mythic power to emit a stunning shriek as a swift action. The save DC is Constitution-based.

Tongues (Ex) All of the maws that cover an ylyrgoi's body can extend a thin, sticky tongue. These tongues are secondary attacks with reach equal to twice the ylyrgoi's normal reach (30 feet for a Huge ylyrgoi). A tongue deals no damage on a hit but can be used to pull Large or smaller creatures closer. While it has a tongue attached, a creature cannot move away from the ylyrgoi. As a standard action, a creature can escape from a tongue with a successful DC 20 Strength check, DC 25 Escape Artist check, or by severing the tongue. A tongue has AC 21, 12 hp, and DR 10/epic, lawful, and slashing. At any one time, an ylyrgoi can only use a number of its tongues equal to its current number of stings.

As a free action, an ylyrgoi can chew through a tongue that has caught a creature. Severed from the ylyrgoi's maw, the tongue wraps around the captured creature and attaches to the ground or other nearby hard surface or object (such as a wall, large rock, or tree). The creature is no longer subject to that tongue's pull attack but must succeed at a DC 24 Reflex save or be entangled for 1d6 rounds. Even with a successful

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save, the creature can move only at half speed. Huge or larger creatures are unaffected by this attack. A flying creature is not immobilized, but it must succeed at a DC 24 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. The save DC is Constitution-based. An ylyrgoi regenerates a severed tongue over the course of 24 hours.

Ylyrgoi Traits (Ex) An ylyrgoi can be killed by severing all of its stingers or slaying its body. Any attack that is not an attempt to sever a stinger affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a stinger, an opponent must succeed at a sunder attempt with a slashing weapon. A stinger is considered a separate target with hardness 10 and hit points equal to the ylyrgoi's HD; slashing weapons that are both epic and lawful ignore the sting's hardness. To sever a stinger, an opponent must inflict enough damage to reduce the stinger's hit points to 0 or less. Severing a stinger deals damage to the ylyrgoi's body equal to the ylyrgoi's current HD. An ylyrgoi cannot attack with a severed stinger but takes no other penalties. If a severed stinger remains within the gestation aura of a ylyrgoi for 1 round, one of the eggs it contains gestates. The gestation period is 1 day; if the severed stinger remains within the aura for another round, however, it transforms into a shoggti in an explosion of ichor.

Augmented

Augmented is an acquired template that can be added to any corporeal creature (hereafter referred to as the base creature). An augmented creature uses all of the base creature's special abilities and statistics except as noted below.

Challenge Rating: As base creature +2, plus 1 for every 2 UP (upgrade points) spent above the normal amount given by this template.

Defensive Abilities: An augmented gains hardness and regeneration (bypassed by electricity damage) equal to 5 plus one-fifth of its total Hit Dice (rounded down). It loses any electricity resistance or immunity to electricity it has. Additionally, an augmented creature has power resistance 11 + its total Hit Dice.

Weaknesses: An augmented gains the following weaknesses:

Robot Vulnerabilities (Ex) An augmented creature is at least partially mechanical, and possesses the vulnerable to critical hits and vulnerable to electricity weaknesses of the robot[B5] subtype.

Of Two Worlds (Ex) An augmented creature counts as both a creature of its type and a construct of the robot[B5] subtype against effects specific to type. Any healing effects or repairs to an augmented only heal half damage, as they each only apply to the flesh or machine part of the creature. Spells and abilities only affecting objects can affect an augmented as well. Damaging magical effects must still overcome an augmented creature's power resistance.

Hit Dice: An augmented creature's Hit Dice do not change, but it does gain bonus hit points as a construct of its size (minimum 5 hp), and all bonus hit points due to Constitution are reduced by one-half.

Attacks: An augmented creature's natural attacks count as adamantine and cold iron for the purposes of overcoming damage reduction.

Abilities: Str +2, Con –2 (minimum 1), Wis –2.

Special Qualities: An augmented creature gains the following special qualities:

Augmentation Psychosis (Ex) An augmented creature that has a Wisdom score of 2 or less (including no score), is overcome with rage and gains the ferocity universal monster ability. This rage is identical to a 1st-level barbarian's rage ability, but it is permanent. When in a state of rage, effects that remove rage or calm rage make the augmented creature staggered for one round in addition to the normal effects. Effects that raise the augmented creature's Wisdom above 2 cure the rage and ferocity. If an augmented creature's Wisdom score ever reaches 0, it gains one random major severance. The severance, but not the rage, can be cured with appropriate healing magic.

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Repairs (Ex) An augmented creature can be healed by attempting a Craft (mechanical) check against a DC of 15 and paying a cost for materials of 10 gp per hit point to be healed. The repairs can heal no more than half of the creature's total damage taken, and repairing the creature requires a full day.

Upgrades (Ex) An augmented creature gains a number of Upgrade Points (UP) equal to its Constitution score (Charisma score for creatures with no Constitution). An augmented creature does not have to spend all its UP at once. For every upgrade point spent above the creature's Constitution score, it takes 1 point of permanent Wisdom drain, as it becomes more and more mechanical. For example, a creature with a 15 Con that has spent 17 UP would have 2 points permanent drain to Wisdom. The drain cannot be healed by magic or rest until either the creature's Constitution permanently increases or enough upgrades are removed to bring its used construction point total to its maximum.

Upgrades are taken from the list of robot upgrades. Installing an upgrade takes one day and requires an appropriate Craft check. The DC for this check is 20 plus the UP costs of the upgrade. If the check fails by 5 or more, the upgrade is destroyed, but the augmented creature regains the UP spent on the upgrade. If the check fails by 10 or more, the upgrade is destroyed and the UP cost is not recovered.

An augmented creature can upgrade, remove, or switch out one of its upgrade for another one of equal UP value with a Craft (mechanical) check. Unless otherwise stated, if the check fails, it can be attempted again without spending further UP. Upgrading an upgrade is simply a matter of spending the additional AP cost and attempting the Craft check.

Removing an upgrade is riskier. When removing an upgrade, the augmented creature takes its 2 Con damage, but it gains the UP cost of the removed upgrade back. However, the Con damage becomes Con drain unless the upgrade is replaced with another one (not necessarily the same one). If the Craft check fails by more than 5, the UP cost is not recovered and the Con damage becomes Con drain, even if the upgrade is replaced.

Switching out an upgrade is a two-step process and requires two Craft checks. First, the current upgrade needs to be removed (as above); then the new upgrade is installed. If the creature fails either Craft check by more than 10, both upgrades are rendered useless, and the UP points for both upgrades are lost.

Upgrades can be made internal, thus hiding them within the augmented creature's body, by spending 1 additional UP. The upgrade must reasonably find inside the body of the creature to be made internal. A DC 25 Perception check is required to detect if a creature has any internal upgrade.

Sample Augmented Creature

The Guardian initiative was pioneered by maenad scientists who had seen too many of their own soldiers perish in defending the Void Arks. Seeing to engineer a cluster of bio-mechanical sentinels to defend against the qlippoth, this group utilized a mixture of human and giant DNA in conjunction with numerous psionic and robotic components to create beings they would call the guardians. Such guardians ultimately proved unsuccessful in deterring the qlippoth due to their lack of training and discipline, and those who survived the Void Ark's destruction have found themselves wandering across whatever inhabited sphere they landed on.

Renegade Guardian CR 7

XP 3,200

Augmented ogrekin[B2] human fighter 5

NE Medium humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, thermal sight 30 ft.; Perception +3

DEFENSE

AC 24 touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural)

hp 59 (5d10+27); regeneration 6 (electricity)

Fort +10, **Ref** +6, **Will** +4; +1 vs. fear effects

Defensive Abilities all-around vision, bravery +1, hardness 6; PR 16

Weaknesses light sensitivity, of two worlds, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 35 ft. (50 ft. without armor)

Melee integrated *+1 chainsaw*[TG] +16 (4d6+11/18–20), +1 slam +13 (1d6+10 plus grab)

Special Attacks efficient grappler, exsanguination tubes, eviscerator (2d8), weapon training (heavy blades) +1

STATISTICS

Str 28, **Dex** 14, **Con** 16, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +5; **CMB** +14 (+22 grapple); **CMD** 26

Feats Combat Reflexes, Furious Focus[APG], Iron Will, Improved Bull Rush, Lunge, Multiattack, Power Attack

Skills Intimidate +8, Knowledge (dungeoneering) +4, Perception +3

Languages Common

SQ armor training +1, oversized limb, repairs, robot upgrades (additional attack, all-around vision, efficient grappler, eviscerator (1 UP), exsanguination tubes, grab (2 UP), integrated weaponry (1 UP), radar dish (3 UP), rapid movement (2 UP), resilient (3 UP), 16 UP total)

Combat Gear *amulet of mighty fists +1*, full plate armor

SPECIAL ABILITIES

Efficient Grappler (Ex) While grappling, the critical threat range on the renegade guardian's integrated chainsaw is 16–20, and the guardian can attack with its integrated chainsaw while grappling

Integrated Chainsaw (Ex) The renegade guardian has a Large chainsaw integrated into one arm.

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Biomech Template

What may originally come from an artificial skeleton can sometimes, through a complex understanding of biology and mechanics, be made into a sophisticated cyborg creature that is of an altogether new type of entity. Dubbed "biomechs" by many, these creatures are artificial wonders of science that transcend the normal limits of engineering.

Biomech is a template that can be applied to any construct (referred to hereafter as the base creature). A biomech uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature (+0).

Type: The base creature's type changes to aberration. However, Hit Dice, base attack bonus, skills, and saving throws are not recalculated for the creature. The creature does lose any bonus hit points it would gain from being a sufficiently large construct.

Ability Scores: The creature gains a Constitution score of 10, which improves by +2 for every size the creature is above Small (so a Large biomech would have a Constitution score of 14). Even though it is now an aberration, a biomech that did not have an Intelligence score does not gain an Intelligence score when it gains this template. If a creature had an Intelligence score and skill list by a subtype (such as the robot[B5] subtype), it retains that Intelligence score and skill list.

The creature loses any bonus hit points it would gain from being a construct or mech.

Special Qualities: Biomechs possess the following special qualities:

Constructed Defenses (Ex) Biomechs retain any construct immunities they initially possessed, but now heal naturally and can be affected by healing, positive energy, and negative energy as if they were living creatures.

Origin-Bound (Ex) The life source of a biomech is intrinsically tied to the process originally used to construct it. If the creature possessed any subtypes or labels such as golem, mech[APC], or robot[B5] when it was a construct, it is still affected by abilities as if it were that type of construct in addition to the aberration type. The biomech does not need to eat, sleep, or breathe.

Sample Biomech

The aqualord class of biomechs was created by a group of druids wishing to operate underwater for long periods of time, combatting an aboleth threat and protecting a coastal area from their influence. G-77 is one of the more sophisticated designs, capable of protecting the pilot from a wide variety of threats.

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Aqualord G-77 CR 10

XP 9,600
Biomech level 15 tank mech[APC]
N Huge aberration (mech)
Init –1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20 touch 7, flat-footed 20 (+13 armor, –1 Dex, –2 size)
hp 102 (12d10+36); fast healing 6 (max 30 hp per day)
Fort +7, **Ref** +3, **Will** +4
Defensive Abilities ferocity, hardness 16, stability; Immune construct traits

OFFENSE

Speed swim 60 ft.
Melee trident +12 (1d8+2/x3)
Ranged 2 light ballistae[UC] +10 (3d8/x3)
Space 15 ft.; **Reach** 5 ft.
Special Attacks weapon slots (5)

STATISTICS

Str 14, **Dex** 8, **Con** 16, **Int** —, **Wis** 10, **Cha** 1
Base Atk +12; **CMB** +16; **CMD** 25
SQ constructed defenses, mech enhancements[APC] (accessible physiology, adrenaline surge, advanced targeting (siege weapons), nautical superiority, oxygen supply, tissue regeneration), naval adaptation, origin-bound

Data Phantom

Artificial intelligence, despite all its advancements, is allegedly still a construct bound to the mortal realm. A machine may never possess a synthetic soul, and once data is deleted it is simply erased from existence. At least, that is what most believe. Perhaps through bizarre interactions with the afterlife or maybe as a result of a sentient AI which has simply refused destruction, ethereal data phantoms will sometimes emerge from the destruction of powerful and willful programs. Many seek the end of their assumed masters, while others might simply seek a return to function by searching for a new habitat. Nonetheless, the questions raised by the existence of these strange and seemingly impossible entities disquiet even the canniest of programmers and psionicists.

Data phantom is an acquired template that can be applied to any artificial intelligence[TG] (hereafter referred to as the base AI). The AI retains all of its abilities and statistics except as noted below.

CR: The CR of a data phantom is equal to the CR of the base AI.

Creature Type: Rather than a construct, a data phantom is treated as an undead creature with the incorporeal subtype.

Size: A data phantom's size is based upon its Intelligence score. As reflected in the table below:

Table 7-1: Data Phantom Size

Intelligence Score	Size
14 or lower	Small
15–20	Medium
21–26	Large
27–32	Huge
33–40	Gargantuan
41 or higher	Colossal

Hit Dice: The data phantom gains a number of Hit Dice equal to the CR of the base AI +2. These Hit Dice are normal undead Hit Dice (d8 with medium base attack bonus progression, poor Fortitude and Reflex saves, and a good Will save). These Hit Dice do not grant skill points or class skills, but the AI retains any skill points it possesses as a result of being an AI. Like most undead, a data phantom gains bonus hit points based on its Charisma modifier.

AC: A data phantom gains a deflection bonus to AC equal to its Charisma modifier.

Senses: A data phantom gains material sense (technology) out to 120 feet and darkvision out to 60 feet.

Ability Scores: A data phantom gains a Dexterity score equal to its Intelligence modifier. In addition, it receives a +4 bonus to the lowest two ability scores between Intelligence, Wisdom, and Charisma (or choosing two ability scores if all are tied for the lowest).

Defensive Abilities: A data phantom gains channel resistance +4 alongside all of the benefits of being an incorporeal undead.

Attacks: A data phantom gains an incorporeal touch attack that deals 1d4 points of Intelligence damage to the target creature. On a critical hit, it instead deals 1d4 points of Intelligence drain. The damage dice of this attack increases by 1 size for every size the data phantom is above Small.

Special Attacks: A data phantom gains the following special attacks. The save DC against effects that allow a saving throw is 10 + half the data phantom's Hit Dice + the data phantom's Charisma modifier).

Assimilate Information When a creature is hit by the data phantom's incorporeal touch attack, a data phantom may absorb any information that the target creature knows, gaining info as per the *mind probe*[UP] power with a manifester level equal to the data phantom's Hit Dice, save that the data phantom asks all questions at once rather than one per round. A successful Will save prevents the data phantom from probing the target's mind in this way.

Movement: Regardless of their size, data phantoms have a fly speed of 60 feet (perfect).

Feats: A data phantom does not gain new feats as a result of its new Hit Dice but retains all feats that the base AI possesses. In addition, a data phantom gains Machine Poltergeist[APC] as a bonus feat, even if it does not meet the prerequisites.

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Special Qualities: Data phantoms have the aura of malfunction special quality:

Aura of Malfunction All technological objects within 30 feet of a data phantom are treated as timeworn[TG] and may glitch as normal timeworn technology. This ability can be suppressed or resumed as a free action.

Sample Data Phantom

The Cidali starship known as Excursionist was one of the first points of contact between the people of Vandara and the qlippoth, and not a single person made it off the warship when it was overtaken by the alien hordes. Only the AI autopilot seemed to survive the encounter, the mass death aboard the Excursionist seemingly transforming this sophisticated body of code into a strange and hostile undead which now seeks revenge against all enemies of Cidalac. Those who seek out the wreck of the Excursionist in the depths of space must now contend with the Forsaken Autopilot and the myriad automated defenses it has turned to its malicious will.

The Forsaken Autopilot CR 14

XP 38,400
Unique data phantom
LE Large undead (incorporeal)
Init +10; **Senses** darkvision 60 ft., material sense (technology) 120 ft.; Perception +19
Aura malfunction aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 16 (+5 deflection, +6 Dex, –1 size)
hp 152 (16d8+80)
Fort +10, **Ref** +11, **Will** +13
Defensive Abilities channel resistance +4; incorporeal; **Immune** undead traits

OFFENSE

Speed fly 60 ft. (perfect)
Melee incorporeal touch +17 (1d8 Intelligence damage plus assimilate information)
Space 10 ft.; **Reach** 10 ft.
Special Attacks assimilate information (DC 23), sabotage code (DC 22), vehicular control (DC 25)

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 22, **Wis** 16, **Cha** 20
Base Atk +12; **CMB** +18; **CMD** 33
Feats Ability Focus (vehicular control), Combat Expertise, Combat Reflexes, Craft Technological Item[APC], Dreadforger[APC], Flyby Attack, Improved Initiative, Machine Poltergeist[APC] (DC 23), Skill Focus (Fly), Technologist[APC]
Skills Craft (Mechanical) +25, Fly +31, Knowledge (arcana) +22, Knowledge (engineering) +25, Knowledge (geography) +25, Knowledge (history) +22, Knowledge (nature) +22, Knowledge (religion) +22, Perception +19, Ride +22, Spellcraft +22, Survival +22
Languages Abyssal, Common, Celestial, Dwarven, Elven, Infernal, Necril
SQ distress beacon

SPECIAL ABILITIES

Distress Beacon (Ex) The forsaken autopilot continues to cry for help through its programmed distress beacon, which is given a form of projection through the data phantom's incorporeal form. This beacon shows up as a standard distress beacon to any ship or creature within communication range.
Vehicular Control (Su) The forsaken autopilot may seize control of a construct or vehicle[UC] within 60 feet as a standard action. A construct or mech targeted by this ability must succeed at a DC 25 Will save or be affected as per *control construct*[UM] until the forsaken autopilot selects a different target for this ability. A vehicle targeted by this ability becomes controlled by the forsaken autopilot as per the *id autopilot*[APC] power until the forsaken autopilot selects a different target for this ability. The save DC is Charisma-based.
Sabotage Code (Ex) As a standard action, the forsaken autopilot may sabotage a construct within 60 feet. The construct must succeed at a DC 22 Will save or go haywire, causing it to act erratically (as the *confusion* spell) for 16 rounds. A creature adjacent to the construct may attempt a DC 25 Knowledge (engineering) check as a full-round action to restore the construct to normal function. The save DC is Charisma-based.

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Databorn (Mindborn[PASP] Variant Template)

Merging complex technology with esoteric powers, certain psionicists have learned to replace their physical body with a simulated program which can interface with their soul and thus house their consciousness. These "databorn" grow more distant from the mental aspects of their abilities in exchange for greater control over their new digital physiology.

In addition to the normal abilities gained by a mindborn, a databorn gains the following qualities and abilities.

Digital Focus The databorn does not gain the read thoughts, hide mind, or telepathy abilities of a mindborn. The databorn does not gain immunity to cold or electricity.

Artificial Defenses (Ex) The databorn does not need to breath, eat, or sleep. They do not age and are immune to ability damage, ability drain, poison, disease, fatigue, and exhaustion.

Artificial Entity The databorn is treated as a construct for the purpose of effects such as a ranger's favored enemy and *bane* weapons in addition to its existing types and subtypes.

Incorporeal Touch: The databorn's incorporeal touch can damage constructs in addition to living creatures.

Holomancer (Sp) The databorn may manifest *holographic projection*[APC] at-will as a psi-like ability. For the purpose of this ability, the databorn has a manifester level equal to its HD. The databorn may have a number of instances of *holographic projection*[APC] up to their Intelligence modifier active at a time.

Saved Backup (Su) The databorn does not gain the gathering thoughts ability, nor does it create a cocoon. Rather, the databorn is preserved in the form of an AI identical to the type that it could create using the Machine Poltergeist[APC] feat. This saved backup cannot take actions while the databorn exists, but activates if ever the databorn is destroyed. The saved backup must be stored in a device, construct, or location which can house an AI and may not be copied, but may be transferred between receptacles.

In order to create a saved backup, the character must be able to manifest powers, have a manifester level of 11th, and possess both the Craft Crystalline Focus[UP] and Technologist[APC] feats. Creating the backup costs 120,000 gp, and for the purposes of being detected the backup has a manifester level equal to that of its creator at the time of creation. Copies cannot be created of a saved backup, but the backup can be transferred between machines.

When a databorn is destroyed, their saved backup activates and can take actions. By spending 1d10 days, the saved backup can recreate the databorn's body from any location where the saved backup could be accessed, after which the saved backup becomes dormant again and can no longer take actions. If the body is destroyed without destroying the backup, the process begins anew. After the time passes, the databorn takes form fully healed.

Feats: The databorn does not gain Psionic Meditation[UP] as a bonus feat but gains Machine Poltergeist[APC] as a bonus feat.

Sample Databorn

Though his original name is a mystery, the eternally charismatic Mister Ardlinton is a ubiquitous face across Balynese radio, television, and social media. One of the first major proponents of psionic self-modification and the first noral that comes to the mind of many Vandarans, Ardlinton has since taken his alterations even further by replacing his body with a digital projection sourced from the saved backup at the heart of his stadium-sized entertainment complex. Hundreds of thousands of Vandarans regularly tune in to Mister Ardlinton's inspirational programs, on which he preaches of the grand possibilities of transformation while soliciting generous donations from followers.

MISTER ARDLINTON **CR 12**

XP 19,200
Databorn noral[UP] highlord[PAH] 11
LE Medium outsider (incorporeal, native)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 27 touch 16, flat-footed 26 (+11 armor, +5 deflection, +1 Dex)
hp 108 (11d8+55)
Fort +13, **Ref** +6, **Will** +10
Defensive Abilities incorporeal; **Immune** ability damage, ability drain, disease, exhaustion, fatigue, mind-affecting effects, poison, sleep effects; **PR** 19
Weaknesses artificial entity

OFFENSE

Speed fly 60 ft. (perfect)
Melee incorporeal touch +9 (1d10+5)
Special Attacks fall in line, gift of power (*cloned twin*[PAC2], *hustle*[UP], *vigor*[UP]), highlord's

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decrees (absolute command, highlord's command, inspire +2/15 temp hp, movement command, steal the show +5 (DC 20)), highlord's mark, lifeblood bond 3d8 (2/round), lifeblood siphon 3d8, sacrificial siphon, symbiotic surge 1/day, tribute (2)

Psi-Like Abilities (ML 11th; concentration +26)

At will—*detect hostile intent*[UP] (from any member of collective), *holographic projection*[APC]* (5), *telekinetic force*[UP] (400 lbs., DC 20), *telekinetic maneuver*[UP] (+2)

1/day—*empathic connection*[UP]* (ML 5th)

Powers Known (ML 15 concentration +30; power points: 91, 76 remaining; base save DC 15 + power level)

Talents-*ectoplasmic trinket*[UP], *empathy*[UP]

1st-*champion of the flock*[PAH2], *inertial armor*[UP] (active), *vigor*[UP]

2nd-*ectoplasmic obelisk*[PAC2], *hustle*[UP]

3rd-*cloned twin*[PAC2], *hostile empathic transfer*[UP]

4th-*psychic reformation*[UP], *shift the tide*[UP]

Tenet: Shepherd[PAH2]

PSIBERTECH

Collectivist's Mental Uplink[APC] (collective tactics, rapid induction)

Portable Psionic Generator[APC] (psionic expansion, uncanny renewal)

STATISTICS

Str —, **Dex** 12, **Con** 18, **Int** 20, **Wis** 12, **Cha** 20

Base Atk +8; **CMB** +9; **CMD**

Feats Craft Crystalline Focus[UP], Escape Route[UC], Extra Decree[PAH], Improved Initiative, Machine Poltergeist[APC], Pack Attack[UC], Psionic Body[UP], Psionic Meditation[UP], Psionic Talent[UP], Quicken Power[UP], Technologist[APC], Unwilling Participant[UP] (DC 20)

Skills Autohypnosis[UP] +10, Bluff +27, Craft (Mechanical) +19, Diplomacy +19, Disguise +13, Fly +25, Knowledge (local) +21, Knowledge (psionics) +19, Knowledge (religion) +16, Linguistics +13, Perception +15, Sense Motive +20; **Racial Modifiers** +8 Bluff, +8 Disguise, +8 Fly

Languages Aklo, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Lashunta, Necril, Goblin, Synthic

SQ affinity for unity, artificial defenses, assume likeness, collective (5), gift of tongues, guarded rulership, open heart, psibertech mastery[APC], psiborg[APC], psionic aptitude, telepathy, tenets of unity, true manifestation

Combat Gear *cloak of resistance +2*, *crystal mask of knowledge*[UP] [Knowledge (local)], *headband of mental prowess +2* [Int and Cha, Perception], *power stone of psychoport*[UP], *psionatrix of telepathy*[UP], *third eye*[UP] *[concentrate]*

Eldritch

Detailed below are a variety of new options for the Eldritch[AB] template from *Advanced Bestiary*. These options can be selected by spending Eldritch Points (EP) and may add or subtract from the creature's CR.

Adaptive Combatant (Ex) (–2 EP, +1 CR) The creature gains the adaptation abilities of a prodigy[CotS] of a class level equal to their Hit Dice (minimum 2). This includes the greater adaptation, master adaptation, and grandmaster adaptation abilities gained at higher levels. The creature must possess spherecasting in order to select magic talents with this ability.

Evasion (Ex) (–1 EP, +1/4 CR) The creature gains the evasion class feature of a monk. This ability can be selected a second time, in which case the creature gains the improved evasion class feature.

Extra Limb (Ex) (–1 EP, +1/2 CR) The creature gains either an extra arm or an extra pair of legs. If it gains an extra pair of legs, it gains a +10 bonus to its base land speed as well as a +2 bonus on CMD against trip attempts and is considered a quadruped for the purpose of determining carrying capacity. This ability can be selected multiple times.

Ferocity (Ex) (–1 EP, +1/2 CR) The creature gains the ferocity universal monster ability.

Hive Mind (Su) (–1 EP, +1/2 CR) The creature is in constant telepathic communication with all other creatures within 30 feet which possess this ability, allowing them to perceive anything that these other creatures perceive. A hive mind member is not considered flat-footed unless all other hive mind members within range are also flat-footed.

Magic Sphere Initiate (Su) (–2 EP, +1/2 CR) The creature gains a sphere caster level[USoP] based on their racial Hit Dice (see T**able: Racial Caster Level Progression by Creature Type**) and may select a casting tradition[USoP].

Table 7-2: Racial Caster Level Progression by Creature Type

Creature Type	Caster Level
Aberration	CL = 3/4 Hit Dice
Animal	CL = 1/2 Hit Dice
Construct	CL = 1/2 Hit Dice
Dragon	CL = 3/4 Hit Dice
Fey	CL = 3/4 Hit Dice
Humanoid	CL = 3/4 Hit Dice
Magical beast	CL = 3/4 Hit Dice
Monstrous humanoid	CL = 3/4 Hit Dice
Ooze	CL = 3/4 Hit Dice
Outsider	CL = 3/4 Hit Dice
Plant	CL = 3/4 Hit Dice
Undead	CL = 3/4 Hit Dice
Vermin	CL = 1/2 Hit Dice

Mindless (Ex) (+4 EP, –2 CR) The creature gains the mindless trait. A mindless creature has no Intelligence score, loses all feats and skills, and is immune to mind-affecting effects. A creature with class levels retains its hit points, base

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attack bonus, and base saves from its class levels, but loses all weapon and armor proficiencies and other class abilities. This option could prevent the creature from being eligible to take other special abilities, at the GM's discretion.

Natural Invisibility (Ex) (–2 EP, +1 CR) The creature gains the natural invisibility universal monster ability.

Oath Boon (Su) (–1 EP, +1/2 CR) The creature gains one oath point worth of oath boons[CSSP]. This ability can be taken any number of times.

Prodigious Combatant (Ex) (–2 EP, +1/2 CR) Any Hit Dice which would grant base attack bonus progression at a rate of 1/2 Hit Dice now grant base attack bonus progression at a rate of 3/4 Hit Dice. Any Hit Dice which would grant base attack bonus progression at a rate of 3/4 Hit Dice now grant base attack bonus progression at a rate equal to Hit Dice. This ability can be taken up to twice.

Prodigious Magic (Su) (–2 EP, +1/2 CR) Any Hit Dice which would grant sphere caster level[USoP] progression at a rate of 1/2 Hit Dice now grant caster level progression at a rate of 3/4 Hit Dice. Any Hit Dice which would grant sphere caster level progression at a rate of 3/4 Hit Dice now grant caster level progression at a rate equal to Hit Dice. This ability can be taken up to twice.

Revenant Transformation (Su) (–2 EP, +1 CR) If the creature dies, it returns to life at full hit points one round later with the undead special ability. If the creature is slain in its undead state, it does not return again.

Sealed Mind (Ex) (–2 EP, +1 CR) The creature is immune to mind-affecting effects.

Sphere Training (–1 EP, +1/2 CR) The creature gains a bonus combat[SoM], magic[USoP], or skill[SoG] talent or sphere that it meets the prerequisites for. A creature must have spherecasting abilities to select a magic sphere or magic talent. This ability can be taken multiple times.

Split (Ex) (–2 EP, +1 CR) The creature gains the split[B2] universal monster ability, splitting when subject to a certain type of attack (either piercing, slashing, or bludgeoning damage or a type of energy damage). A creature with less than 1/10 of its normal maximum hp cannot split.

Stalwart (Ex) (–1 EP, +1/4 CR) The creature gains the stalwart class feature of an inquisitor[APG], save that it functions regardless of what type of armor the creature is wearing.

Telepathy (Su) (–1 EP, +1/4 CR) The creature has telepathy with a range of 100 feet as a supernatural ability.

Undead (0 EP, +0 CR) The creature's type changes to undead (causing it to lose its constitution score) and its racial Hit Dice change to d8s. Do not recalculate skills or saving throws for this change.

Sample Eldritch Creature

The Wild Hunt stands as one of the most pervasive and well-known creations of the Fantasmics, a troupe of magically enhanced hunters who wander the universe seeking out the most powerful creatures in the multiverse to slay for sport. Their presence in a region often signifies great turns of fate, either positive or negative, which can change the course of an entire civilization.

However, even among this prestigious position, there are some fey who wish to escape the prison of stories and symbols, those who seek to cast off their embodiments and define their own existence. Waise Taro is one such being, a wild huntsman who departed from the company. Free from their tale, the mysterious sniper turned to strange magics in a great quest to reconstruct himself and his legend. Even after centuries of wandering the cosmos, Waise knows little of his true ambitions, but is content in the fact that in his altered state they are his alone to decide.

Waise Taro CR 17

XP 102,400
Unique eldritch[AB] wild hunt archer[B6]
CN Medium aberration (wild hunt)
Init +13; **Senses** greensight 60 ft., low-light vision, scent, see in darkness; Perception +30

DEFENSE

AC 29, touch 25, flat-footed 20 (+6 deflection, +9 Dex, +4 natural)
hp 209 (22d8+110); regeneration 2 (cold iron)
Fort +12, **Ref** +16, **Will** +18
Defensive Abilities instinctive cooperation, wild grace; **DR** 10/cold iron; **Immune** cold, mind-affecting effects; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)
Melee gore +21 (1d6+7)
Ranged +5 *dry load*[UC] *phase locking*[UE] *rifle*[UC] +30/+25/+20/+15 (1d10+5/x4)
Special Attacks infused attacks, wild gaze (DC 27)

MAGIC

Caster Level 16; **MSB** 16, **MSD** 27, **Concentration** +22
Tradition natural; **CAM** Cha
Spell Points 22
Death[USoP] **Sphere - Talents** *Corpse Bomb*[USoP], *Cryptic Strike*[USoP]; (ghost strike) *Vampiric Strike*[USoP]

- **Cryptic Strike**; standard action or attack action, make a weapon attack, creatures hit with attack are also hit with *ghost strike*
- *ghost strike*, medium range (260 ft.), **DC** 24, apply the effects of one (ghost strike), **Corpse Bomb**; may target *reanimated* undead with ghost strike, make them explode in 20-ft. radius, creatures in area allowed Reflex save vs. *ghost strike*
  - **Vampiric Strike**; deal 8d6 damage, gain half as temp hp, Fort save half, 1 sp
  - *exhausting strike*; fatigued for 1 minute or exhausted for 16 minutes (1 sp), Fortitude negates. On a successful save the target is still fatigued for 1 round.

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- *reanimate*, touch; raise one corpse as undead for concentration, 16 minutes with 1 sp, up to 32 HD

COMBAT

Martial Tradition *Canny Hunter*[SoM] (Equipment x1, Scout x2, Sniper x1), **PAM** Cha

Equipment[SoM] **Sphere – Talents** Expert Reloading[SoM], Firearm Proficiency[SoM], Huntsman Training[SoM]

Scout[SoM] **Sphere – Talents** Deadly Strike[SoM], Find Gap[SoM], Identify Rhythms[SoM], Inimical Gaze[SoM] (legendary), Lurker[SoM], Unimpeded Positioning[SoM]

- **Deadly Strike**; first attack against unaware creature deals +11 damage, +22 if you have *scouted* them
- **Inimical Gaze**; gaze attack that causes all creatures in 60 ft. who fail Will save to become *scouted*, DC 27
- **Lurker**; fool advanced senses with Stealth
- *scout*, attempt Perception check at –5 penalty as swift action to learn weaknesses, **Find Gap**; treat *scouted* creature's AC as 6 lower, **Identify Rhythms**; while you have martial focus, gain +6 dodge bonus against *scouted* creatures
- **Unimpeded Positioning**; ignore nonmagical difficult terrain, move 10 ft. when drawing or reloading

Sniper[SoM] **Sphere – Talents** Focusing Reload[SoM], Lethal Precision[TCoH], Perfect Shot[SoM], Phasic Shot[SoM] (legendary), Unblockable[SoM]; (snipe) Star Scraper[SoM] (legendary)

- deadly shot, apply (snipe) to attack action with ranged weapon, spend focus for 5d6 or 5d10 additional damage, **Perfect Shot**; as long as you have martial focus, roll twice on miss chance and reroll natural 1 on attack roll, **Phasic Shot**; ignore cover on attacks, **Unblockable**; caster level or combat maneuver check required to counter your ranged attacks
  - **Star Scraper (snipe)**; take –5 penalty to attack roll to increase range increment to 1 mile, attack without line of sight or effect,
  - **Trap Launcher (snipe)**; launch trap directly at creature
- **Focusing Reload**; regain martial focus when you reload weapon as at least a move action
- **Lethal Precision**; may hide as a swift action after performing a deadly shot, spend martial focus to hide as swift action

Trap[SoM] **Sphere – Talents** Ghost-Touch Trap[SoM] (legendary), Trap Launcher[SATT] (snare) Net[SoM]

[**trap statistics**] AC 32, hp 60, hardness 22, Perception DC 38, area 5 5-ft. squares, DC 27 Reflex, **Ghost-Touch Trap**; may increase Craft DC by 10 to treat trap as if it possessed *ghost touch* special ability

- *dart*, full-round action, standard action while maintaining focus, ranged attack, 80-ft. line, 11d6; or ranged touch w/o base damage using alchemical item or magic sphere effect
  - **Net (dart)**; Reflex save or become entangled. You may forgo damage to resolve this attack against touch AC. Lasts until the creature succeeds at a Strength or Escape Artist check (DC 27) or destroys the trap via damage.
- *snare*, full-round action, standard while maintaining focus, Reflex or trigger; (snare) **DC** 27
  - **Net (snare)**; entangled and unable to move from the triggering square until it succeeds at a Strength or Escape Artist check (DC 27) or destroys the trap via damage.
  - **Tripwire (snare)**; Reflex save or knocked prone

STATISTICS

Str 20, **Dex** 28, **Con** 21, **Int** 16, **Wis** 21, **Cha** 23

Base Atk +16; **CMB** +21; **CMD** 46

Feats Deadly Aim, Extra Combat Talent[SoM] x5, Great Focus[SoM], Greater Vital Strike, Gunsmithing[UC], Improved Vital Strike, Improved Initiative, Spell Attack[USoP], Spell Trap[CotS], Vital Strike

Skills Acrobatics +34, Bluff +29, Craft (traps) +28, Fly +42, Intimidate +28, Knowledge (dungeoneering) +28, Knowledge (nature) +28, Perception +30, Sense Motive +30, Stealth +34, Survival +27

Languages Abyssal, Common, Protean, Sylvan

SQ living armament, eldritch points (additional movement (fly), maneuverability adjustment (3), no breath, regeneration (1), sealed mind, sphere training, starflight), planar acclimation, wild hunt link

SPECIAL ABILITIES

Infused Attacks (Su) A wild hunt archer gains Spell Attack[USoP] and Spell Trap[CotS] as bonus feats. If he hits a creature with such an effect, that creature takes a –4 penalty on saves and checks it attempts against any magical effects used with the feat and also to its CMD against such effects (if applicable).

Living Armament (Su) Any non-magical weapon that Waise Taro picks up gains a spark of life, erupting with strange organs and becoming a +5 *dry load*[UC] *phase locking*[UE] weapon for as long as Waise holds it. Waise's body produces ammunition for the weapon automatically as the weapon is fired, although this ammunition vanishes after 1 round. Firearms wielded by Waise Taro do not become broken on a misfire.

Wild Hunt Link (Su) The weapon attacks and natural attacks of all creatures in a wild hunt archer's wild hunt link ignore miss chances from concealment, as long as they target the correct square.

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Insatiable

Exposure to the powers of the Consumption can taint the forms of mortals and immerse them in the incessant agony of the composite entities. Stripped of the anchors that hold the creature to existence and belonging, an insatiable becomes a husk of its former self, its overwhelmed soul and body committed to the destruction of all things in order to achieve the destruction of itself. This abominable motivation instills the creature with unreal alien power, feeding from the twisted will of the unmakers to facilitate the absolute elimination of the multiverse.

Insatiable is an acquired template that can be applied to any living creature (referred to hereafter as the base creature). An insatiable uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Type: The creature's type changes to undead and it gains the augmented and psionic subtypes. Do not recalculate base attack bonuses, saves, or skill points.

Alignment: Chaotic evil.

Senses: An insatiable gains lifesense out to 60 feet.

Armor Class: An insatiable's natural armor bonus increases by +3.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, insatiable use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: In addition to normal undead traits, an insatiable gains channel resistance +4, fast healing 5, and power resistance equal to 11 + it's total CR. This power resistance does not apply against mind-affecting powers or powers which would suppress its rejuvenation. In addition, the insatiable possess the following ability.

Rejuvenation (Ex) A destroyed insatiable restores itself in 2d4 days. The only way to permanently destroy an insatiable is to affect it with a spell, power, or other effect which can suppress or remove the confused condition or insanity effects. Once it has been affected by such an effect, an insatiable can be slain normally if it is killed within 24 hours afterwards.

Weaknesses: Insatiable possess the following weakness:

Tormented Thoughts (Ex) An insatiable is not immune to mind-affecting effects or effects that suppress or remove the confused condition or insanity effects. Such effects automatically bypass the insatiable's power resistance. The insatiable cannot gain immunity to such effects and takes a –4 penalty on saving throws against such effects.

Special Attacks: An insatiable gains the following special attacks:

Dynamic Optimization (Su) Any ability (including spells or powers) that the insatiable possesses which would deal energy damage instead deals an equal amount of force damage.

Unravel Energies (Su) Whenever an insatiable hits a creature or object with a melee attack, the struck creature or object is subjected to a targeted *dispel psionics*[UP] effect (ML equal to the insatiable's Hit Dice).

Ability Scores: +4 Str, +2 Dex, +4 Wis, +6 Cha. As an undead creature, an insatiable has no Constitution score.

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Sample Insatiable

The machinations of the caulborn demand that the thoughts of all creatures be collected for the purpose of archiving, but the screams of the Oblivion and their unmaker creations are often too much to bear. Those caulborn who tap into these tumultuous gestalt intelligences often have their minds shattered by the experience, transforming into vessels of twisted thought known as agony prophets. To prevent the spread of their corruption, agony prophets are typically imprisoned on remote worlds or demiplanes until the caulborn at large have need of them. Any damage they cause in the meantime is considered a necessary loss.

Agony Prophet CR 11

XP 12,800
Insatiable caulborn thoughtkeeper[OB]
CE Medium undead (extraplanar, psionic)
Init +10; **Senses** darkvision 60 ft., lifesense 60 ft., thoughtsense 60 ft.; Perception +22

DEFENSE

AC 29, touch 25, flat-footed 23 (+9 deflection, +6 Dex, +4 natural)
hp 148 (11d8+99); fast healing 5
Fort +12, **Ref** +9, **Will** +17; +4 vs. psionic and psychic effects
Defensive Abilities channel resistance +4, psychic deflection, psychic resilience, rejuvenation; **Immune** undead traits, visual effects; **PR** 24
Weaknesses tormented thoughts

OFFENSE

Speed 30 ft.
Melee bite +15 (2d6+7), 2 claws +15 (1d6+7)
Special Attacks consume thoughts (DC 24), dynamic optimization, unravel energies
Psi-Like Abilities (ML 9th; concentration +16)
Constant—*detect psionics*[UP], *read thoughts* (DC 24)
3/day—*alienation*[UP] (DC 24, 2 targets), *brain lock*[UP] (DC 24, affects humanoids, animals, fey, magical beasts, monstrous humanoids, aberrations, dragons, elementals, or outsiders), *empathic connection*[UP] (DC 24, affects humanoids, animals, fey, magical beasts, monstrous humanoids, aberrations, dragons, elementals, or outsiders), *greater precognition*[UP], *mind thrust*[UP] (9d10, DC 24), *mindwipe*[UP] (2 negative levels, DC 24), *personality parasite*[UP] (DC 23), *psionic blast*[UP] (DC 24, 3 rounds), *sensory cascade*[UP] (DC 23), *telekinetic maneuver*[UP] (+1 bonus)
1/day—*planar travel*[UP]
(powers do not include the +2 DC bonus from Greater Psionic Endowment[UP])

STATISTICS

Str 24, **Dex** 23, **Con** —, **Int** 31, **Wis** 26, **Cha** 29
Base Atk +8; **CMB** +15; **CMD** 40
Feats Combat Manifestation[UP], Greater Psionic Endowment[UP], Improved Initiative, Iron Will, Psionic Endowment[UP], Psionic Meditation[UP]
Skills Acrobatics +16, Appraise +20, Autohypnosis[UP] +21, Bluff +23, Intimidate +22, Knowledge (all) +21, Perception +22, Sense Motive +22, Use Magic Device +16
Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal, Sylvan, Terran, Undercommon; telepathy 100 ft.
SQ caulborn traits, cooperative scrying, hive mind

SPECIAL ABILITIES

Consume Thoughts (Ex) A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a DC 24 Will save, the caulborn can alter the victim's memory as if using *memory modification*[UP]. This process deals 1d4 points of Intelligence and Wisdom damage to the target. The save DC is Charisma-based.
Cooperative Scrying (Sp) Three or more caulborn joining hands can scry on a place or creature as if using the *remote viewing*[UP] power (DC 24), but with no limit to the power's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at ML 9th (or at the highest ML available to the most powerful caulborn in the group). The save DC is Charisma-based, adjusted by the modifier of the caulborn with the highest Charisma score. If all caulborn participating in a cooperative scrying are thoughtkeepers, the save DC increases by 2.
Hive Mind (Ex) As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.
Psychic Deflection (Su) A caulborn adds its Charisma modifier as a deflection bonus to its AC. The caulborn loses this bonus when unconscious.

Modular

As durable, powerful, and persistent as many construct soldiers are, most all of them suffer from a similar weakness: A lack of versatility. From production, most constructs are confined to a single purpose or fighting style, vulnerable to countermeasures or adaptations that their foes might employ. Hence, more forward-thinking artificers have begun to utilize more customizable equipment in their artificial legions, producing enhanced soldiers that are capable of employing a variety of armaments in the heat of battle. Utilizing the inherent versatility and power of akasha, these modular entities are much more difficult to impair or avoid than a typical construct would be.

Modular is an applied template that can be applied to any construct. A modular creature uses the statistics of the base creature, except as follows.

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CR: Same as base creature +3.

Special Attacks: A modular creature gains the following special attacks:

Design Flexibility (Ex) A modular construct can be modified by itself or by another creature in a process that takes 1 hour, during which it can trade out a single feat it possesses for another that it meets the prerequisites for. In addition, it can use the martial flexibility class feature as a brawler[ACG] whose class level equals the modular construct's racial Hit Dice.

Veilshifting (Su) A modular construct can use the veilshifting ability of the vizier[AM] class once per day.

Special Qualities: A modular creature gains the following special qualities:

Akashic Wiring (Su) A modular construct gains the akashic subtype in addition to any other subtypes it may possess. It gains an essence pool equal to its construct Hit Dice.

Artificial Veilweaving (Su) A modular construct gains the ability to shape a number of veils[AM] equal to half its construct Hit Dice. A modular construct may shape veils for any veil list and slot excluding blood the slot. Since their veils are part of their physical form, the modular construct may choose where to shape and bind them (subject to the normal restrictions on where each veil be shaped and/or bound) any time they have an hour of uninterrupted focus and do not require a rest between instances of reshaping veils. Modular constructs use their Intelligence modifier as their primary veilweaving modifier and their racial Hit Dice as their veilweaver level.

Ability Scores: +2 Dexterity, +4 Intelligence, +4 Wisdom. If the base construct does not have an Intelligence score or its final Intelligence score would be less than 14, this template instead increases their Intelligence score to 14.

Creating a Modular Construct

Adding the modular template to a construct increases the cost of creation by 25,000 gp and the craft DC by 5. In order to create a modular construct, a creature must have access to a pool of essence.

Sample Modular Creature

Created as the trump card of the Cidali empire in its conquest into dragon-controlled regions of Valtross, the Devastator Mk III is a pinnacle of engineering designed to subdue magical foes as easily as if the opposition wielded spears and arrows. Incredibly strong, immensely resilient, and functional against almost any threat, a single devastator can be all that the empire needs to dismantle a town or even a fortress if deployed correctly.

Devastator Mk III — CR 15

XP 51,200

Unique advanced modular myrmidon robot[B5]

N Large construct (akashic, robot)

Init +9; Senses *analyze dweomer*, darkvision 60 ft., low-light vision, superior optics; Perception +22

Aura cold (10 ft., 4d4 cold damage, DC 18), freeze (30 ft.)

DEFENSE

AC 30, touch 14, flat-footed 25 (+5 Dex, +16 natural, –1 size), +7 vs. critical hit confirmation rolls

hp 112 (15d10+30 + 55 hp force field); fast healing 11

Fort +12, **Ref** +13, **Will** +12

Defensive Abilities fortification 25%, hardness 10, mask of elemental adaptation (cold 20, DC 18), resilient; **Immune** cold, construct traits; **Resist** electricity 25; **SR** 24

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect), climb 20 ft. (spider climb)

Melee 2 claws +24 (1d6+10 plus grab), 2 quantum lashes +24 touch (1d10 force/19–20)

Ranged integrated laser rifle +19 touch (4d10 fire)

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, constrict (1d6+10), eye of the oracle +4, martial flexibility (1 as immediate action or 3 as swift action, 10/day), rockets (6d6 fire, 6d6 bludgeoning, DC 17), veilshifting 1/day

Spell-Like Abilities (CL 15th)

8/day-*web* (DC 18, 50 ft.)

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VEILWEAVING

Veilweaving Modifier Int
Veils Shaped (Slots) - DC 22 + Essence Invested
Armory of the Conqueror[AM] (laser rifle) (Hands, Bound), Bralani's Brooch[AM] (Neck, Bound), Eye of the Oracle[AM] (Headband, Bound), Lashing Spinnerets[AM] (Wrists, Bound), Mask of Elemental Adaptation[AM] (Head, Bound), Polar Snowshoes[AM] (Feet, Bound), Vorpal Guards[AM] (Shoulders, Bound)
Essence 16; **Essence Capacity** 3

STATISTICS

Str 31, **Dex** 21, **Con** —, **Int** 20, **Wis** 18, **Cha** 5
Base Atk +15; **CMB** +26 (+30 grapple); **CMD** 51 (cannot be tripped)
Feats Chakra Targeting[AM], Combat Reflexes, Deadly Aim, Flyby Attack, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot
Skills Fly +29, Knowledge (engineering) +23, Perception +22
Languages Common, Elven
SQ akashic wiring, artificial veilweaving, robot upgrades (booster jets (5 UP), combined arms, force field, improved hardness (2 UP), integrated weaponry, rapid movement (3 UP), resilient (3 UP), rockets, superior optics (1 UP), 22 UP total)

SPECIAL ABILITIES

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a successful hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved via Power Attack. A quantum lash threatens a critical hit on a 19–20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect.

Against a magical force effect like a wall of force, the myrmidon attempts a special check as if it were casting *dispel magic* against the effect (CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated. The save DC is Intelligence-based.

Perdatus

Perdatus is a template which can be applied to any non-mythic creature with an Intelligence score. It uses the abilities as the base creature, with the following modifications.

Challenge Rating: As base creature +1, +1 for every 2 mythic ranks the creature gains.

Alignment: A perdatus' alignment shifts to chaotic evil.

Mythic Tier: A perdatus gains a number of mythic tiers equal to half its CR. It gains all of the cumulative abilities of its tier as specified on Table: Base Mythic Abilities but does not choose a mythic path.

Type: A perdatus gains the mythic subtype.

Defensive Abilities: A perdatus gains the following defensive ability.

Immortality (Ex) When a perdatus is slain, its consciousness materializes somewhere else on the same planet in a new body of its creation. Most often, this body is very different from the original body, and GMs should create a new creature with the perdatus template to reflect the altered nature of this foe.

Special Attacks: A perdatus gains the following special attacks.

Inflammatory Presence (Su) A perdatus exudes an aura which distorts the tensions of ideology. Creatures within 30 feet per mythic rank who can see and hear the perdatus must attempt a Will save (DC 10 + 1/2 the perdatus' Hit Dice + the perdatus' Charisma modifier). Failing a Will save against a perdatus' inflammatroy presence exacerbates the most destructive and volatile assumptions of the target's belief system to the greatest extreme possible.

The target believes that all atrocities and processes of self-destruction are permissible or possibly even necessary for achieving their ideological goals, although this radicalization always results in the creature seeing the perdatus as an ally in these goals. This is a mind-affecting effect which lasts as long as the creature remains within range and for 24 hours thereafter. During this time, the perdatus typically seeks to reconnect with the creature and establish a perdition link with them. A perdatus can suppress or reactivate its inflammatory presence as a free action.

Special Qualities: A perdatus gains the following special qualities:

Accelerant Visions (Ex) Attempts to interact directly with a perdatus' thoughts (such as via detect thoughts or telepathy) expose the target to the perdatus' unspeakable presence. If the perdatus is capable of making mental contact with creatures, it may attempt to use this ability through any means of telepathic communication they can use.

Perdition Link (Su) A perdatus can form telepathic connections (known as perdition links) between itself and other creatures. A perdatus may add a willing creature within 30 feet per mythic rank to its perdition link in a process that takes 1 minute. If multiple perdati are created by the same culture, they are considered to always have each other in their perdition links. A perdatus may remove any number of creatures from their perdition link as an immediate action.

Any creature affected by the perdition link is continually affected as if it had failed its saving throw against inflammatory presence. A perdatus can communicate telepathically with any creature it has formed a perdition link with, this telepathy operating even across planes. All creatures within the link are considered valid targets for any spells, magic sphere effects, or psionic powers employed by the perdatus,

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and the perdatus may ignore any spell resistance, power resistance, or immunities possessed by creatures affected by the perdition link.

The perdition link can only be removed through *psychic chirurgery*[UP], *wish*, *miracle*, or similarly powerful abilities, although a creature will actively attempt to resist having this condition removed. Identifying whether a creature is affected by perdition link requires a successful Sense Motive check (DC 25 + the perdatus' CR).

Whenever the perdatus communicates telepathically with a creature through its perdition link, it may force the creature to attempt a Will save (DC 10 + 1/2 the perdatus' Hit Dice + the perdatus' Charisma modifier). On a failed save, the creature is unaware that the perdatus attempted to communicate with it and assumes that any information or suggestions were either prior knowledge or something the creature devised itself.

Seamless Guise (Su) A perdatus is immediately aware of all divination and clairsentience effects which would involve, expose, or target them, and may falsify the results of such effects in order to make it convey whatever information the perdatus desires. For example, a perdatus could cause itself to read as a weak good-aligned creature to a *detect good* spell, cause a *scrying* spell targeting it to show that it is in a different location, or remove any indication of its presence in an area affected by a *prying eyes* spell. Use of this ability in ways that directly conflict with demonstrable reality is most often the only way to find out that someone is a perdatus.

Ability Scores: +4 Intelligence, +4 Wisdom, +6 Charisma. These improvements are in addition to the ability score increases the perdatus may gain from mythic ranks.

Sample Perdatus

In the days before the Qlippoth War, Halken travelers would whisper of the sage who dwelt on the night roads. This "Wandering Prophet" always seemed to hold whatever secret the traveler desired and would tell them whatever they wished to hear, but this information would often stoke up grudges or incite frenzied acts of violence. Long after Halkenir's fall, it is said that the Wandering Prophet still travels the Great Road, his incendiary whispers echoing through dreams and visions to touch the minds of survivors across the fallen empire. Numerous cults across the Ashfields have established themselves as followers of the prophet, accelerating Halkenir's ideals of hegemonic community into sectarian warmongering against other enclaves.

The Wandering Prophet — CR 17/MR 7

XP 102,400
Perdatus human psychic[OA] 15
CE Medium humanoid (mythic)
Init +13/–7M, dual initiative[MA]; Senses lifesense 60 ft., x-ray vision[MA]; Perception +20
Aura emotion (DC 22), inflammatory presence (210 ft., DC 24)

DEFENSE

AC 28 touch 13, flat-footed 27 (+6 armor, +2 deflection, +1 Dex, +9 natural)
hp 157 (15d6+102); fast healing 10
Fort +13, **Ref** +10, **Will** +16; second save[MA]
Defensive Abilities immortality, unstoppable; **DR** 10/epic; SR 33

OFFENSE

Speed 30 ft.
Special Attacks emotional bond, emotional push 5/day (+5), mythic power[MA] (7/day, surge +1d10), phrenic amplifications (complex countermeasure[OA], overpowering mind[OA], telepathic targeting[OO], turning shield[OA], undercast surge[OA]), phrenic pool (12)
Spell-Like Abilities (CL 15th; concentration +20)
At-Will-*share memory*[UM]
1/day-*detect thoughts* (DC 17), *telepathic bond*
Psychic Spells Known (CL 15th, concentration +27, DC 22 + spell level, 26 + spell level for enchantment spells)
7th (6/day)—*mass hold person*, *psychic crush III*[OA], *teleport object*
6th (8/day)—*antilife shell*, *battlemind link*[UM, M], *unwilling shield*[APG], *veil*, *vengeful outrage*[UM]
5th (8/day)—*dominate person*[M] (DC 35), *dream*, *mirage arcana*, *nightmare*[M], *hold monster*, *song of discord*, *telepathy*[OA]
4th (9/day)—*dimension door*[M], *dominate animal*, *lesser geas*, *mind probe*[UP], *mindwipe*[UP], *overwhelming grief*[UM], *scrying*
3rd (9/day)—*coordinated effort*[APG], *dispel magic*, *fly*[M], *rage*, *telekinetic maneuver*[OA], *waves of blood*[HA], *witness*[UM]
2nd (9/day)—*alter self*, *enthrall*, *euphoric cloud*[ACG], *howling agony*[UM], *hypercognition*[OA], *invisibility*[M], *paranoia*[OA], *silence*
1st (9/day)—*charm person*, *deja vu*[OA], *mage armor*[M] (already cast), *magic aura*, *quintessence*[OA], *silent image*
0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound*, *grave words*[OA], *light*, *open/close*, *mage hand*, *message*, *mending*, *prestidigitation*, *read magic*
Discipline Rapport

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STATISTICS

Str 8, **Dex** 12, **Con** 18, **Int** 34, **Wis** 14, **Cha** 21
Base Atk +7; **CMB** +6; **CMD** 19
Feats Ability Focus (inflammatory presence), Escape Route[UC], Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative[M], Mythic Spell Lore[M], Persistent Spell[APG], Quicken Spell, Shake it Off[UC], Spell Focus[M] (enchantment), Spell Perfection[APG] (*dominate person*), Spontaneous Metafocus[UM, M] (*dominate person*)
Skills Bluff +23, Diplomacy +23, Intimidate +23, Knowledge (arcana) +30, Knowledge (dungeoneering) +30, Knowledge (engineering) +30, Knowledge (geography) +30, Knowledge (history) +30, Knowledge (local) +30, Knowledge (nobility) +30, Knowledge (religion) +30, Linguistics +30, Perception +20, Sense Motive +20, Spellcraft +30
Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Drow Sign, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Lashunta, Necril, Orc, Protean, Sylvan, Synthic, Terran, Undercommon 24/28
SQ accelerant visions, emotional bond, perdition link (DC 22), seamless guise, shared skill
Combat Gear *amulet of natural armor +2*, *belt of mighty constitution +4*, *cloak of resistance +5*, *headband of vast intelligence +6*, *lesser extend metamagic rod*, *ring of protection +2*

Presence

Not all outsiders materialize as physical beings, treading upon the material plane to actively exert their will. In many circumstances, the influence of the outer planes is more subtle, with champions manifesting as figments to guide mortal races from a distance. Presences are particularly common among the Imperatives, who employ them on ideologically hostile worlds to covertly correct a nation's ideological course.

Presence is an acquired or inherited template which can be applied to any outsider with the extraplanar subtype, hereafter referred to as the base creature. It uses abilities as the base creature, with the following modifications.

CR: As base creature +2.

Type: The presence gains the incorporeal subtype.

Defensive Abilities: A presence retains all of the defensive abilities of the base creature save those that rely on a corporeal form to function. Presences are immune to dazing, disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning, as well as all effects that require a corporeal body. They are not subject to nonlethal damage. A presence does not risk death from damage, but instead immediately dissipates when its hit point total drops to a negative amount equal to its Constitution score. A presence gains the incorporeal ability as well as the following defensive abilities.

Fortified Essence (Su) The deflection bonus to AC granted by the presence's incorporeal subtype is equal to the presence's Charisma modifier.

Weaknesses: A presence gains the following weakness:

Body of Convictions (Su) Any weapon aligned to the opposite of the presence's alignment (for example, chaos-aligned weapons for lawful presences) counts as a *ghost touch* weapon for the purpose of damaging the presence.

Speed: A presence gains a fly speed equal to its land speed (minimum 30 feet) with perfect maneuverability.

Special Attacks: A presence gains the following special attacks:

Planar Touch (Su) A presence gains an incorporeal touch attack which deals 1d6 points of damage plus an additional 1d6 for every 3 Hit Dice the presence possesses. If the target is of an alignment opposite the presence (evil for any good presence, for example, or lawful for any chaotic presence), the damage dice increase from d6 to d10.

Special Qualities: A presence gains the following special qualities:

Phantom Armaments (Su) A presence can imbue any weapons, shields, or armor it carries with the *ghost touch* special ability. This effect lasts for as long as the presence wields them and for 1 minute thereafter. The presence uses these items as if it had a Strength score equal to its Charisma score.

Ability Scores: Dex +4, Con +4, Int +2, Wis +2, Cha +4. As an incorporeal creature, a presence has no Strength score.

Sample Presence

Due to the influence of rival Logi or perhaps a cultural prerogative towards technological stagnation, there are a number of civilizations which never even broach the idea of technological advancement in spite of their potential. The spectra are a unique class of angel-esque interstitial Imperatives created to correct such trajectories, spreading the doctrine of technological development to worlds where it has lost favor. Phantoms of advancement are experts at performing these tasks covertly, whispering in the ears of craftspeople and scholars to push beyond their limitations and reach for greater heights.

Phantom of Advancement CR 10

XP 9,600
Presence iridia spectra
N Medium outsider (extraplanar)
Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 20, flat-footed 14 (+4 deflection, +6 Dex)
hp (9d10+45)
Fort +7, **Ref** +12, **Will** +9
Defensive Abilities fortified essence, incorporeal, void adaptation; **DR** 5/chaotic, evil, good, or lawful;

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Immune dazing, disease, electricity, exhaustion, fatigue, incorporeal traits, paralysis, poison, sleep, stunning; **Resist** cold 5, sonic 5; **SR** 19
Weaknesses body of convictions

OFFENSE

Speed fly 60 ft. (perfect)
Melee planar touch +15 (4d6)
Ranged *destructive blast* +15

MAGIC

Caster Level 6; **MSB** 6, **MSD** 17, Concentration +13
Tradition Technopath (Center Of Power[USoP], Expensive Locus[SACT], Incompatible Energies[CSSP], Magical Signs[USoP], Alien Source[CSSP] (Technomancy)); **CAM** Int
Spell Points 19
Destruction[USoP] **Sphere – Talents** Admixture[USoP], (blast shape) Sculpt Blast[USoP], (blast type) Frost Blast[USoP], Shock Blast[USoP]

- *destructive blast*, close range ray (40 ft.), 3d6 damage, 1 sp 6d6 damage, **DC** 20; use with (blast shape), inflict a (blast type), **Admixture**; increase casting time or spend 1 sp to apply 2 (blast type) talents or admixture feat
  - (blast shape)
    - **Sculpt Blast**; 1 sp, change blast into 15-ft. burst, 40-ft. cone, or 160-ft. line, Ref save for half damage, **Frozen To The Bone**; when dealing cold damage, may allow Fort save in place of Ref save
  - (blast type)
    - **Frost Blast**; deal cold damage, struck targets staggered for 1 round
    - **Shock Blast**; 1 sp, deal electricity damage, use d4s in place of d6s, struck targets must succeed at Fortitude save or be dazed for 1 round

Divination[USoP] **Sphere**

- *divine*, medium range (160 ft.), **DC** 20; (gain information about magic auras within 160 ft.)
  - **Alternate Divinations**
    - **Destruction** (Divine Hostility); divine when creature is damaged
    - **Technomancy** (Divine Technology); divine presence of technology and technological creatures
    - **Warp** (Divine Warp); divine portals/rifts or recent teleportation
    - **Warp (Divine** Timeline); divine current timeline
- *sense*, personal, DC 20; gain a sense for 6 hours
  - **Read Magic (sense)**; decipher and read magical writings, 1 sp

Technomancy[APC] **Sphere** – **Talents** Compound Hacking[APC], Sprite Legion[APC], Sprite Sustenance[APC]; (program) Analyze[APC], Boost[APC]

- *programs*, DC 20
  - **Analyze**; +3 circumstance bonus on skill checks regarding target
  - **Boost**; boost host's damage by 2d6
    - *drain*; drain 2 charges or impose –2 penalty on attack and damage rolls for 1 round
  - *interfere*; negate action of another sprite with successful magic skill check
  - *power*; grant 1 charge or +2 circumstance bonus on attack and damage rolls for 1 round, 1 sp
  - *transfer*; move sprite to another host within 5 ft.
- *sprite*, touch, effect 1 sprite inside targeted host which may execute a *program* once per round, **DC** 20; concentration or 6 rounds, 1 sp; **Compound Hacking;** host can store up to 3 of your sprites, **Sprite Legion**; creature up to 3 additional sprites, 1 sp, **Sprite Sustenance**; hosts drains charges at half rate, +2 circumstance bonus on saving throws

Warp[USoP] **Sphere**

- *teleport*, touch, move target up to close range (40 ft.); 1 sp, increase range to medium (160 ft.)

STATISTICS

Str —, **Dex** 23, **Con** 18, **Int** 24, **Wis** 17, **Cha** 19
Base Atk +9; **CMB** +13; **CMD** 26
Feats Extra Magic Talent[USoP], Flyby Attack, Frozen To The Bone[USoP], Improved Initiative, Toughness
Skills Craft (mechanical) +19, Disable Device +18, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (engineering) +19, Knowledge (history) +16, Knowledge (local) +19, Knowledge (nature) +16, Knowledge (planes) +19, Knowledge (religion) +16, Perception +15, Sense Motive +15, Spellcraft +19

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Languages machine telepathy 100 ft.; truespeech
SQ machine telepathy, phantom armaments, starflight

SPECIAL ABILITIES

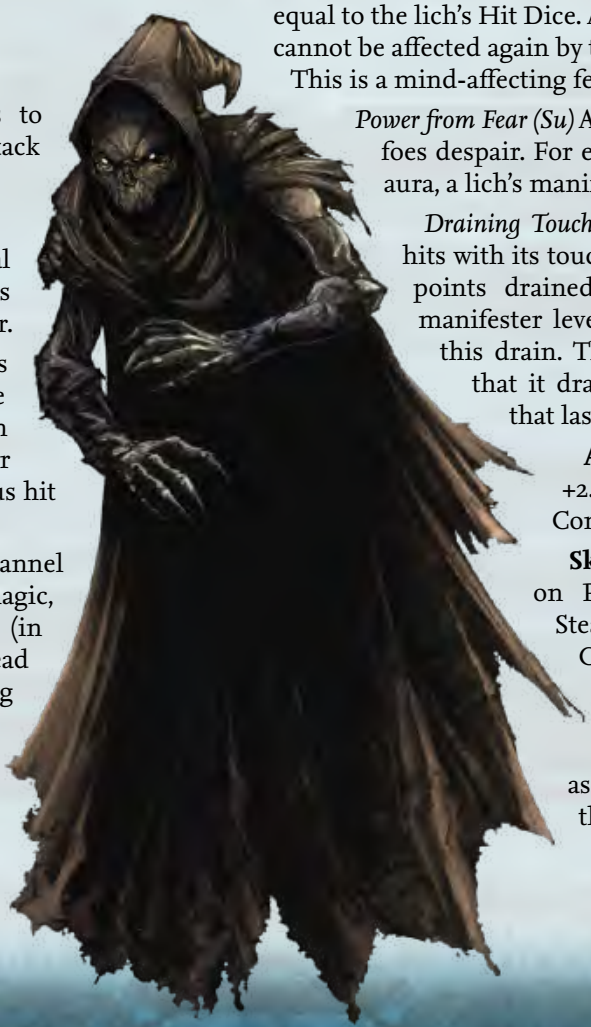
Machine Telepathy (Ex) A spectra can communicate with and through technological devices within a certain range (usually 100 feet), as well as with other creatures that have machine telepathy. A spectra can also attempt Craft (mechanical), Disable Device, and Knowledge (engineering) checks at this range.

Starflight (Su) A spectra can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)— provided the spectra knows the way to its destination.

Void Adaptation (Ex) Spectra do not need to breathe and are immune to cosmic rays and the environmental effects of the vacuum.

Psionic Lich

"Psionic Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required soul cage. A psionic lich retains all the base creature's statistics and special abilities except as noted here.



CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill ranks.

Senses: A lich gains darkvision 60 ft.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The lich also gains the following defensive ability.

Rejuvenation (Su) When a lich is destroyed, its soul cage (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead psionicist's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the soul cage merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A lich has a touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally and can use its touch attack as a secondary natural weapon.

Damage: A lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the lich. As negative energy, this damage can be used to heal undead creatures. A lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A lich gains the three special attacks described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed at a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Power from Fear (Su) A lich grows more powerful as its foes despair. For every creature affected by its fear aura, a lich's manifester level increases by 1.

Draining Touch (Su) Any living creature a lich hits with its touch attack has a number of power points drained from it equal to the Lich's manifester level. A successful Will save halves this drain. The lich gains any power points that it drains as temporary power points that last for 1 hour.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

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The Lich's Soul Cage

An integral part of becoming a lich is the creation of the soul cage in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its soul cage. Unless its soul cage is located and destroyed, a lich can rejuvenate after it is killed. Each lich must create its own soul cage by using the Craft Wondrous Item feat. The character must be able to manifest powers and have a manifester level of 11th or higher. The soul cage costs 120,000 gp to create and has a manifester level equal to that of its creator at the time of creation. The most common form of soul cage is a sealed metal box inlaid with deep crystal. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of soul cage can exist, such as rings, amulets, or similar items.

Sample Psionic Lich

When the first generation of elves began dying from old age, many who believed themselves immortal found themselves grappling with death for the first time. Eager to capitalize on these fears, the undead agents of Mariton sought to infiltrate the confidence of many elven scholars and military leaders. In exchange for providing the methods and resources to achieve lichdom, the Circle keeps all of the new soul cages for itself, threatening to destroy these relics should the lich betray Mariton.

Maritoni Lieutenant CR 12

XP 19,200
Elf psionic lich tactician[UP] (commander[UP]) 11
LE Medium undead (augmented, psionic)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +24
Aura fear 60 ft. (DC 19)

DEFENSE

AC 28 touch 11, flat-footed 27 (+10 armor, +1 Dex, +5 natural, +2 shield)
hp 108 (11d8+55)
Fort +7, **Ref** +4, **Will** +9
Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/magic and bludgeoning; Immune cold, electricity, undead traits

OFFENSE

Speed 25 ft.
Melee *+1 conductive*[UE] *longsword* +11/+6 (2d8+8/19–20) or touch +10 (1d8+5)
Special Attacks coordinate, coordinated strike +3 (8/day), disinterested observer, draining touch (DC 19), echo effect, fear aura (DC 19), power from fear, strategies (7/day, distracting gaze, guard target, issue order)
Tactician Powers Known (ML 11th; power points: 139, base save DC 16 + power level; concentration +17)
Talents-*detect psionics*[UP], *missive*[UP], *unearthly terror*[UP]
1st-*entangling ectoplasm*[UP], *skills as one*[UP]
2nd-*share pain*[UP], *strength of my enemy*[UP]
3rd-*battlesense*[UP], *improved response*[UP]
4th-*battle transformation*[UP], *sense as one*[UP]
5th-*adapt body*[UP], *prowess as one*[UP]
6th-*reposition*[APC]

STATISTICS

Str 14, **Dex** 12, **Con** —, **Int** 22, **Wis** 14, **Cha** 18
Base Atk +8; **CMB** +10; **CMD** 21
Feats Craft Wondrous Item, Escape Route[UC], Heavy Armor Proficiency, Pack Attack[UC], Psionic Meditation[UP], Quicken Power[UP], Shared Power[UP], Unwilling Participant[UP] (DC 19)
Skills Autohypnosis[UP] +16, Craft (Mechanical) +20, Diplomacy +18, Intimidate +18, Knowledge (arcana) +20, (engineering) +20, (religion) +20, Perception +26, Sense Motive +24, Spellcraft +20
Languages Aklo, Common, Draconic, Elven, Necril
SQ collective (6 members), improved share (2), keen senses, spirit of many, telepathy, weapon familiarity
Combat Gear *+1 conductive*[UE] *longsword*, masterwork heavy steel shield, *+1 quickness*[UP] *full plate*, *headband of vast intelligence +2*, *mirror of suggestion*[UP]

Psionic Forsaken Lich

"Psionic Forsaken Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required soul cage. Rarely, a creature unable to create a soul cage stumbles upon this state through tragic ambition. A forsaken lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil. Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill ranks.

Senses: A forsaken lich gains darkvision 60 feet.

Armor Class: A forsaken lich has a +3 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, forsaken liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A forsaken lich gains channel resistance +4, DR 15/bludgeoning and magic, power resistance 25, and immunity to cold and electricity, in addition to immunities granted by its undead traits. The forsaken lich also gains the following defensive abilities:

Power Storm (Su) A forsaken lich is the epicenter of a squall of unchecked psionic energies. If a power targets the forsaken lich and fails to overcome its power resistance, this uncontrolled power redirects the power as per *reddopsi*[UP]. The forsaken lich is always considered to have 15 power points

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of turning left for the purposes of this effect, even if it is affected by multiple powers in the same round.

Soul Shield (Su) The shadowy double superimposed over the forsaken lich's corporeal form flits around its body, granting the creature concealment (20% miss chance). The miss chance increases to 50% in dim light. This ability never grants total concealment; it only increases miss chances.

Special Attacks: A forsaken lich gains the special attack described below. Save DCs are equal to 10 + 1/2 the forsaken lich's HD + the forsaken lich's Charisma modifier unless otherwise noted.

Disembodied Strike (Su) The forsaken lich has a special touch attack that it can make as a standard action, using its highest base attack bonus. This attack originates when its disembodied soul reaches out independently and uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per every 2 Hit Dice possessed by the forsaken lich. This attack has a reach 5 feet greater than the forsaken lich's normal reach and may be directed at nearby undead creatures to heal them or used on the forsaken lich itself to heal damage inflicted on its corporeal form.

Soul Lash (Su) Unbridled magic endlessly funnels into a forsaken lich's body, scouring its body and soul with mighty energies. As a swift action, each round a forsaken lich can unleash this dark energy in a blast of thanatic fury. This blast takes the form of a 240-foot line of destructive energy that deals an amount of damage equal to 1d6 per 2 Hit Dice the forsaken lich possesses (to a maximum of 20d6) and paralyzes those affected for 1d10 rounds. Creatures that succeed at a Reflex save partially avoid the lash, taking only half damage and avoiding the paralysis. This energy is not completely under the forsaken lich's control. If the forsaken lich does not spend a swift action to discharge the energy every round, it takes an amount of damage equal to 1d6 × 1/4 of its total Hit Dice.

Special Qualities: A forsaken lich gains the following special quality:

Delusory Aura (Su) Like its soul, a forsaken lich's mind is discorporated and scattered across the area around its corpse. This fills the area within 100 feet of the forsaken lich with an ever-shifting panoply of its darkest dreams, dashed ambitions, and enraged dissociation. This area is considered to be under the effects of an unaugmented *phantasmagoria*[PASP] power, with a save DC equal to the DC of the forsaken lich's special attacks. If the effect is dispelled, it reconstitutes 1 round later.

Abilities: Str +6, Cha +6. Being undead, a lich has no Constitution score.

Sample Psionic Forsaken Lich

The Jemrudi Laboratories in western Halkenir became a center of strategic research during the Qlippoth War, holding and experimenting on many captured qlippoth and elans. Within the facility's walls, the scientists attempted numerous times to reverse-engineer qlippoth corruption, resulting in a number of lich-like undead with unstable psionic abilities. Numerous such beings were buried when Jemrudi was levelled by invading qlippoth, but every few years one of these undead will emerge to carve a warpath across the Ashfields.

ASHFIELDS BERSERKER **CR 14**

XP 38,400

Human psionic forsaken lich wilder[UP] 13

CE Medium undead (augmented, psionic)

Init +6; Senses darkvision 60 ft.; Perception +17

Aura Delusory 100 ft. (DC 24)

DEFENSE

AC 20 touch 13, flat-footed 17 (+4 armor, +3 dodge, +3 natural)

hp 166 (13d8+104)

Fort +13, **Ref** +7, **Will** +10

Defensive Abilities channel resistance +4, elude attack +3, power storm, soul shield; **DR** 15/magic and bludgeoning; Immune cold, electricity, undead traits; **PR** 25

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OFFENSE

Speed 30 ft. (40 ft. with psionic focus)
Melee *+1 furious*[UE] *psibane*[UP] *greatsword* +16/+11 (2d6+10/19–20) or disembodied strike +15 (1d8+6)
Special Attacks disembodied strike, psionic weapon +2, rage 23 rounds/day, raging surge +4, reckless abandon –4/+4, soul lash (6d6, DC 24), surge blast 4d6, surging euphoria +1, witch hunter +4
Wilder Powers Known (ML 13th; power points: 152; base save DC 18 + power level; concentration +21)
Talents-*far hand*[UP], *my light*[UP], *psionic repair*[UP]
1st-*offensive prescience*[UP], *skate*[UP], *vigor*[UP]
2nd-*cloud mind*[UP]
3rd-*energy retort*[UP], *touchsight*[UP]
4th-*slip the bonds*[UP]
5th-*leech field*[UP], *pierce the veils*[UP]
6th-*brutalize wounds*[UP]

STATISTICS

Str 22, **Dex** 14, **Con** —, **Int** 10, **Wis** 12, **Cha** 26
Base Atk +9; **CMB** +15; **CMD** 27
Feats Greater Psionic Weapon[UP], Improved Initiative, Power Attack, Psionic Charge[UP], Psionic Weapon[UP], Speed of Thought[UP], Up the Walls[UP]
Skills Bluff +24, Intimidate +24, Perception +17, Sense Motive +17, Spellcraft +16
Languages Elven
SQ delusory aura, rage powers (reckless abandon, superstition, witch hunter)
Combat Gear *+1 furious*[UE] *psibane*[UP] *greatsword*, masterwork chain shirt, *cloak of resistance +1*

Qlippoth-Corrupted Creature

Qlippoth corruption can have unpredictable and deadly effects upon creatures, with their enhanced psionic abilities disrupting established patterns on every level. Beyond the alterations made to many humanoids on Vandara, other lifeforms are similarly distorted, creating a wide variety of creatures with bizarre psionic abilities. Mages and scholars have been attempting for decades to find a cure for this affliction, but no such treatment seems within reach. Vandara has grown exponentially more dangerous since the qlippoth arrived, and that danger looks to escalate further with every infection.

Not all view the qlippoth corruption as a blight, and many refer to affected beings as "ascended" or "realized" rather than corrupted.

Qlippoth-corrupted is an acquired and inherited template that can be added to any non-outsider living creature (hereafter referred to as the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Armor Class: A qlippoth-corrupted creature's natural armor bonus improves by +2.

Attacks: All of a qlippoth-corrupted creature's natural attacks spread lesser qlippoth corruption on each successful hit. The save DC of the disease is 10 + half the qlippoth-corrupted creature's Hit Dice + the creature's Charisma modifier.

Lesser Qlippoth Corruption: natural attack—injury; save Fort DC varies; onset 1 day; frequency 1/day; effect 1d6 Wis and 1d6 Cha Damage; cure 1 save.

Senses: A qlippoth-corrupted creature gains darkvision out to 60 feet.

Defensive Abilities: A qlippoth-corrupted creature gains resist 10 to acid, cold, and electricity in addition to power resistance equal to 11 + its new CR. The creature may lower or restore this power resistance as a standard action. A qlippoth-corrupted creature is immune to mind-affecting effects.

Psi-Like Abilities (Sp): A qlippoth-corrupted creature possesses the psi-like abilities indicated below, depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Manifester level is equal to the creature's HD. The save DCs for a qlippoth-corrupted creature's psi-like abilities are Charisma-based. The qlippoth-corrupted creature may augment these abilities any way they wish.

Table 7-3: Qlippoth-Corrupted Psi-Like Abilities

HD	Abilities
1–2	3/day—*defensive precognition*[UP], *synesthete*[UP]
3–4	3/day—*control light*[UP], *mind thrust*[UP]
5–6	1/day—*expose weakness*[UP], *feat leech*[UP]
7–8	1/day—*dispel psionics*[UP], *phantasmagoria*[PASP]
9–10	3/day—*fold space*[UP], 1/day—*malefic metamorphosis*[APC]
11–12	1/day—*sensory cascade*[UP]
13–14	1/day—*fuse flesh*[UP]
15–16	3/day—*greater psychoport*[UP]
17–18	1/day—*matter manipulation*[UP]
19–20	1/day—*assimilate*[UP]

Abilities: +2 Con, –2 Wis (minimum 1), +4 Cha.

Sample Qlippoth-Corrupted Creature

As the qlippoth closed in on Vandara, the Gnoph-Keh of Coeusel seemed to not only anticipate but regale the arrival of these otherworldly entities. The ancient polar denizens seemed to connect the outpouring of horrors to an ancient prophecy they had held since the days of the Makers' War, and most were eager to accept the qlippoth's arrival upon not only their continent but their forms. The awakened gnoph-keh known to travelers as winterstorm fanatics have trained extensively with their diverse psionic powers, seeming to invest themselves in some secret at Vandara's pole.

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Winterstorm Fanatic CR 14

XP 38,400
Qlippoth-corrupted gnoph-keh[AP46]
CE Large magical beast (cold)
Init +1; **Senses** darkvision 60 ft., low-light vision, snow vision; Perception +21
Aura cold (30 ft.)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)
hp 161 (14d10+84)
Fort +14, **Ref** +12, **Will** +10
Immune cold, mind-affecting effects
Weaknesses heat susceptible, vulnerable to fire

OFFENSE

Speed 40 ft.
Melee 4 claws +20 (1d6+7 plus disease), gore +20 (1d8+7/19–20/×3 plus disease)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blizzard, powerful charge (gore, 2d8+14/19–20/×3), psionic fist +1
Psi-Like Abilities (ML 14th; concentration +21)
3/day—*control light*[UP], *defensive precognition*[UP]*, *fold space*[UP] (move action), *mind thrust*[UP] (14d10, DC 24), *synesthete*[UP]
1/day—*dispel psionics*[UP]*, *expose weakness*[UP] (DC 20), *feat leech*[UP] (DC 24, 7 feats), *fuse flesh*[UP] (DC 24), *malefic metamorphosis*[APC]* (DC 24), *phantasmagoria*[PASP] (DC 20, confuses), *sensory cascade*[UP] (DC 21, permanent)

STATISTICS

Str 24, **Dex** 13, **Con** 24, **Int** 13, **Wis** 18, **Cha** 25
Base Atk +14; **CMB** +22; **CMD** 33 (41 vs. trip)
Feats Critical Focus, Improved Bull Rush, Improved Critical (gore), Iron Will, Lightning Reflexes, Power Attack, Psionic Fist[UP]
Skills Climb +24, Perception +21, Stealth +14 (+22 in snow or on ice); Racial Modifiers +8 Stealth in snow or on ice
Languages Aklo
SQ icewalking

SPECIAL ABILITIES

Blizzard (Su) Once per hour as a standard action, a gnoph-keh can create a stationary blizzard that fills a 20-foot-radius spread. The gnoph-keh can place the center of this blizzard at any point within its reach. Multiple gnoph-kehs can use the aid another action to help a single gnoph-keh create a much larger blizzard—every additional gnoph-keh who aids the first increases the area of the blizzard's radius by 20 feet. All gnoph-kehs wishing to aid the primary creature must be within the area of that gnoph-keh's cold aura.

Once created, the blizzard remains active for 1 hour if it was created in a cold environment, or for 1 minute if created anywhere else. The wind in the blizzard's area blows in a clockwise circular pattern at windstorm speeds, restricts visibility as fog does, and makes the region count as difficult terrain. A gnoph-keh can move through a blizzard (either one created by magic or a naturally occurring blizzard) without penalty.

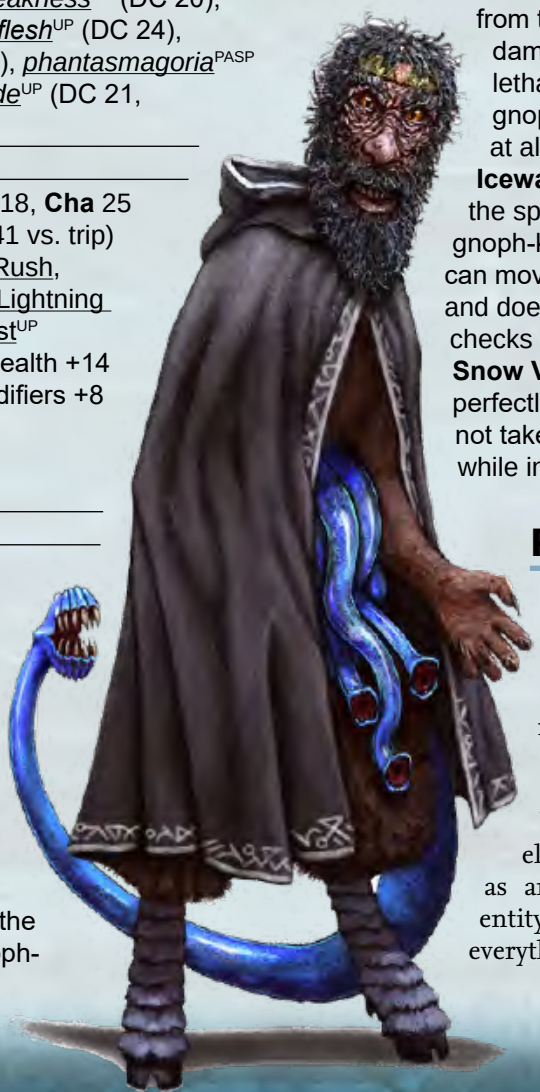
Cold Aura (Su) A gnoph-keh radiates an aura of blistering cold in a 30-foot radius. Any creature that ends its turn within this area takes 2d6 points of cold damage. While in a blizzard (either one created by magic, such as the gnoph-keh's blizzard power, or a naturally occurring blizzard), any creature that takes damage from a gnoph-keh's cold aura must succeed at a DC 22 Fortitude save to avoid being staggered by the numbing cold for 1 round. The save DC is Constitution-based.

Disease (Su) *Lesser Qlippoth Corruption*: natural attack—injury; *save* Fort DC 24; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Wis and 1d6 Cha Drain; *cure* 1 save.

Heat Susceptible (Ex) A gnoph-keh takes a –4 penalty on all saving throws attempted to resist the effects of high temperatures. When a gnoph-keh takes damage from heat in this way, and the damage is from temperatures in excess of 90º F, the damage the creature takes is always lethal damage. In these conditions, the gnoph-keh's cold aura does not function at all.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the gnoph-keh climbs must be icy. The beast can move across icy surfaces without penalty and does not need to attempt Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A gnoph-keh can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.



Radioactive

Radiation is a natural force prone to inducing mutations in many creatures, but in rare cases the process becomes suffused with magic. The result is an entity which takes on the radioactive properties of the materials around it. A creature's body miraculously begins shedding electrons with the same violence as an unstable isotope, resulting in an entity which poses an immense threat to everything around it.

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Radioactive is a template that can be applied to any creature (hereafter referred to as the base creature). A radioactive creature retains the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +3.

Aura: A radioactive creature gains the following aura.

Contamination Aura A radioactive creature exudes radiation[TG] out to 30 feet, the intensity of which is based on its Hit Dice (see below). The save DC against the effects of radiation, rather than using the base save DC, is equal to 10 + 1/2 the base creature's Hit Dice + the base creature's Constitution modifier. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Table 7-4: Radioactive Creature Radiation

Radioactive Creature Hit Dice	Level of Radiation
7 or fewer	Low (1 Con drain, 1 Str damage/day)
8–13	Medium (1d4 Con drain, 1d4 Str damage/day)
14–21	High (2d4 Con drain, 1d6 Str damage/day)
22 or higher	Severe (4d6 Con drain, 2d6 Str damage/day)

AC: A radioactive creature's natural armor bonus increases by +3.

Defensive Abilities: A radioactive creature is immune to the effects of radiation.

Special Attacks: radioactive creature gains the following special attacks:

Nuclear Heat (Ex) A radioactive creature's constant release of energy enhances and contaminates any heat-based abilities that the base creature may possess. Any time the radioactive creature uses an ability that deals fire damage (such as a breath weapon, spell, spell-like ability, burn ability, or fire aura), creatures that take damage must save against the radioactive creature's level of radiation from their contamination aura.

Radioactive Touch (Ex) A radioactive creature's touch carries some of the energy contained within the creature, contaminating other creatures on contact. The first time each round a radioactive creature strikes a creature using a natural weapon, that creature must save against the radioactive creature's level of radiation from their contamination aura.

Special Qualities: A radioactive creature has the radiant glow special quality:

Radiant Glow (Ex) A radioactive creature constantly sheds light as a torch.

Ability Scores: +4 Strength, +4 Constitution, +2 Dexterity, –2 Intelligence, +2 Wisdom, +2 Charisma.

Sample Radioactive Creature

Cziebolg, like most powerful red dragons, erected his fortress blanketed in the heat of the earth. It was not for centuries that Cziebolg realized that this heat emanated not from the planet's core but rather from a wrecked Outer Lord reactor that over time infused Cziebolg with strange and terrific powers. Now, the glowing beast foments a unique form of terror that causes even other dragons to flee from him, his toxic emissions quickly dooming any who would seek to claim his domain.

Cziebolg **CR 18**

XP 153,600
Radioactive mature adult red dragon
CE Huge dragon (fire)
Init +5; Senses dragon senses, smoke vision; Perception +26
Aura fire aura (5-ft., 1d6 fire plus nuclear heat), frightful presence (210 ft., DC 23), contamination aura (30 ft., DC 29, high radiation)

DEFENSE

AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, –2 size)
hp 275 (19d12+152)

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Fort +19, **Ref** +12, **Will** +17
DR 10/magic; **Immune** fire, paralysis, radiation, sleep; **SR** 26
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)
Melee bite +30 (2d8+19 plus radioactive touch), 2 claws +30 (2d6+13 plus radioactive touch), 2 wings +28 (1d8+6 plus radioactive touch), tail slap +28 (2d6+19 plus radioactive touch)
Space 15 ft.; Reach 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, 14d10 fire damage plus nuclear heat, Reflex DC 27 half, usable every 1d4 rounds), crush (Small creatures, DC 25, 2d8+16), nuclear heat (DC 27), radioactive touch (DC 27)
Spell-Like Abilities (CL 19th; concentration +23)
At will—*detect magic*, *pyrotechnics* (DC 16), *suggestion* (DC 17)
Wizard Spells Known (CL 9th; DC 14 + spell level; concentration +13)
4th (5/day)—*stoneskin*, *wall of fire*
3rd (7/day)—*dispel magic*, *fireball*, *slow*
2nd (7/day)—*alter self*, *misdirection*, *resist energy*, *see invisibility*
1st (7/day)—*alarm*, *grease*, *magic missile*, *shield*, *true strike*
0th (at will)—*arcane mark*, *bleed*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 37, **Dex** 12, **Con** 27, **Int** 14, **Wis** 19, **Cha** 18
Base Atk +19; **CMB** +34; **CMD** 45 (49 vs. trip)
Feats Ability Focus (contamination aura), Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike
Skills Appraise +24, Bluff +26, Fly +15, Intimidate +26, Knowledge (arcana) +24, Perception +26, Sense Motive +26, Spellcraft +24
SQ radiant glow
Languages Aklo, Common, Draconic, Goblin

SPECIAL ABILITIES

Fire Aura (Su) An adult (or older) red dragon is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the dragon's turn.
Smoke Vision (Ex) A very young (or older) red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Shell Creature

Shell creatures are puppets, empty husks which find themselves at the mercy of artificial intelligence. Powerless to combat or end their existence, these creatures become little more than constructs, subservient to the machines that most societies expect to control.

Shell is an acquired template that can be applied to any corporeal creature with a Constitution and Intelligence score (hereafter referred to the base creature). The creature retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature (+0).

Special Qualities: A shell creature has the following special qualities:

AI Host (Ex) Just like a robot, a shell creature can operate as the body for an AI. The Shell creature gains the aggregate[TG] template when being inhabited by an AI but is never allowed a Will save to deny the AI possession of their body.

Silent Will (Ex) The shell creature retains its Intelligence score but is treated as if constantly under the effects of *mind control*[UP]. This effect cannot be dispelled so long as the creature has the codelord's shackle[APC] installed, and a saving throw is never allowed. The shell creature obeys the commands ofa creature or AI responsible for creating the codelord's shackle implanted in the creature or otherwise designated as the controller of the codelord's shackle (hereafter known as the master). A shell creature may have multiple masters.

Stasis (Ex) As a standard action, a shell creature can enter a state of suspended animation. While in suspended animation, the shell creature cannot take any actions but does not need to eat or breathe, nor does it age. A creature in suspended animation is still susceptible to damage and leaves suspended animation when commanded by its master.

Sample Shell Creature

From planet to planet, rumors of mysterious cyclopean creatures who wander the skies by night are told in much the same way. On every world, these strange entities soar across a starlit sky, touch down on a mountaintop just long enough to evaluate an area, and then disappear once again into the void. In truth, these starlight surveyors are the puppets of a powerful AI known as the Comet Sovereign, who wanders the stars with these powerful giants in tow. Intelligent, dangerous, and unwaveringly loyal, the starlight surveyors serve as the Comet Sovereign's scouts, evaluating prospective territories that their master may take over. In combat, they serve as the Sovereign's body, fighting with a combination of immense strength and ruthless efficiency.

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Starlight Surveyor CR 13

XP 25,600
Unique shell papinijuwari[B5]
NE Huge humanoid (giant, psionic)
Init +8; **Senses** darkvision 120 ft., low-light vision, sense decay; Perception +22

DEFENSE

AC 28, touch 11, flat-footed 25 (+8 armor, +3 Dex, +9 natural, –2 size)
hp 187 (15d8+120)
Fort +17, **Ref** +11, **Will** +11
Immune disease, poison

OFFENSE

Speed 20 ft., fly 60 ft. (average), shooting star
Melee laser torch +25/+20/+15 touch (3d8 fire) or 2 slams +25 (2d6+16)
Ranged laser rifle +13/+8/+3 (4d6 fire)
Space 15 ft.; **Reach** 15 ft.
Special Attacks devour disease
Psi-Like Abilities (ML 10th; concentration +12)
3/day—*metamorphosis*[UP]*

STATISTICS

Str 42, **Dex** 18, **Con** 27, **Int** 17, **Wis** 18, **Cha** 15
Base Atk +11; **CMB** +29; **CMD** 43
Feats Flyby Attack, Furious Focus[APG], Improved Initiative, Iron Will, Lightning Reflexes, Master of All Forms[UP], Power Attack, Swift Shapeshifter[UP]
Skills Disguise +17, Fly +15, Knowledge (geography) +18, Perception +22, Survival +22
Languages Aklo, Auran, Giant
SQ Silent Will, AI Host, Stasis

SPECIAL ABILITIES

Devour Disease (Su) As a standard action, a papinijuwari can suck the life force out of a diseased creature within 30 feet as a ranged touch attack. An affected creature must immediately succeed at a saving throw against one disease affecting it or suffer that disease's effect. This saving throw does not count against the number of saves required to cure the disease. If it fails the saving throw, the papinijuwari gains 30 temporary hit points.
Sense Decay (Su) A papinijuwari is under the constant effects of deathwatch and can detect creatures currently infected by disease as if by the scent ability.
Shooting Star (Su) As a full-round action that provokes attacks of opportunity, a papinijuwari can fly at a speed of 300 feet. The papinijuwari can use this ability only outside at night and must be at least 500 feet above the ground to do so. It must also hold a lit torch while doing so; the torch need not be magical, and while held by the papinijuwari, the torch's flame is not subject to mundane effects that would extinguish it, such as the wind. For this purpose, an active laser torch functions as a torch.

Silenced

Certain colonies of The Mechanism long ago perfected the technique of creating undeath, resulting in completely energy-neutral intelligent beings which can exist eternally in a stable state. The fact that these undead seem to shut down all light and sound around them has earned them the moniker of "silenced" from those species which have come across them. Few of the silenced made their conversions to undeath willingly despite the retention of their intellect, and populations are split between spreading their eternal state and ensuring that no other being has to endure such unlife.

Silenced is an acquired template which can be applied to any undead, hereafter referred to as the base creature. A silenced creature uses the statistics of the base creature except as follows.

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CR: As base creature +3.

Aura: A silenced creature gains the following aura.

Aura of Stillness (Su) A silenced creature is constantly surrounded by a 30-foot aura which suppresses all sound as per the *silence* spell and all light as per the *deeper darkness* spell. This aura also suppresses any senses which would be based on scent, heat, or electricity.

Senses: A silenced gains the see in darkness universal monster ability and touchsight out to 60 feet.

Armor Class: Natural armor bonus increases by 4.

Defensive Abilities: A silenced creature gains immunity to cold, fire, and sonic damage as well as fast healing 5.

Special Qualities: A silenced creature gains the following special qualities:

Necrowave Speech (Su) A silenced creature can communicate telepathically with all other undead within 400 feet of itself.

Unto Nothingness (Ex) When a silenced creature is destroyed, its soul is also destroyed permanently, the creature not capable of being resurrected by any means.

Ability Scores: Strength +6, Dex +4, Int +2, Wis +6, Cha +4.

Sample Silenced Creature

Worlds visited by the Mechanism have sometimes gone to extreme lengths to avoid the fate of Equilibrium, massacring thousands of their own people to stop them from being transformed into undead. The Merchanism has learned to deal with such feeble oppositions by collecting the souls of these individuals as they attempt to escape, creating a unique sort of undead known as a bloodless vessel which contains an entire mass of minds. Voiceless choirs are bloodless vessels employed as shock troops, using their magical abilities to incapacitate foes en masse so that they can be captured and transformed.

Voiceless Choir — CR 15

XP 51,200
Silenced bloodless vessel[BoDS]
NE Medium undead
Init +10; **Senses** darkvision 60 ft., see in darkness, touchsight 60 ft.; Perception +25
Aura stillness (30 ft.)

DEFENSE

AC 32, touch 22, flat-footed 26 (+6 deflection, +6 Dex, +10 natural)
hp 168 (16d8+96); fast healing 5
Fort +11, **Ref** +11, **Will** +16
Immune cold, fire, sonic, undead traits

OFFENSE

Speed 30 ft.
Melee destructive blast +24 touch, slam +24 (1d6+12)
Ranged destructive blast +18 touch
Special Attacks quickness

MAGIC

Caster Level 12 (DC 22); **MSB** +12, **MSD** 23, Concentration +18
Tradition Dark Puppeteer (Rigorous Concentration[USoP], Somatic Casting[USoP] x2, Witchmarked[USoP], Draw Magic[USoP]); **CAM** Cha
Spell Points 23
Destruction[USoP] **Sphere – Talents** Damage Control[USoP], (blast shape) Chain Blast[USoP], Energy Aura[USoP], (blast type) Nether Blast[USoP]; **Drawbacks** Energy Focus[USoP]
- *destructive blast*, touch or close range (65 ft.), DC 22; 6d6 negative energy or 1 sp for 12d6 negative energy, Will save or become shaken, **Damage Control** (deal nonlethal damage or no damage with blast if you choose)
  - **Energy Aura (blast shape)**; 10-ft. aura, move action, 6 damage, Reflex save half, 6 rounds
  - Ray (default); melee touch +24 or ranged touch ray (65 ft.) +18, **Chain Blast** (spend spell point to bounce ray between 6 additional targets 20 ft. apart)

War[USoP] **Sphere – Talents** Call To Arms[USoP], Hallowed/Unhallowed Totem[USoP], Totem Of Doom[USoP] x3, Totemic Aura[USoP]; **Drawbacks** Personal Conflict[USoP]
- *rally*, immediate action within *totem* area, 1 target, DC 22
  - **Commanding Aid (rally)**; aid another using +18 bonus

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- *totem*, personal, area 80 ft., DC 22; concentration or 12 minutes, Call To Arms (can create *totem* as a move action or swift action w/ 1 sp)
  - **Hallowed Totem (totem)**; –2 penalty to saves vs. positive energy Totem Of Doom (totem); enemies in area are shaken, can increase to panicked
  - **Totem Of Undoing (totem)**; enemies must succeed at Fort save or deal half damage, 2 sp
  - **Totem Of War (totem)**; +4 circumstance bonus on damage rolls
  - **Unhallowed Totem (totem)**; –2 penalty to saves vs. negative energy

STATISTICS

Str 34, **Dex** 23, **Con** —, **Int** 16, **Wis** 22, **Cha** 23
Base Atk +12; **CMB** +24; **CMD** 44
Feats Extra Magic Talent[USoP] x4, Improved Initiative, Persistent Spell[APG], Totem Of Undoing[USoP]
Skills Diplomacy +25, Intimidate +25, Knowledge (engineering) +19, Knowledge (religion) +22, Perception +25, Sense Motive +25, Stealth +25
Languages Common, Necril (cannot speak); necrowave speech 400 ft.
SQ host to many, necrowave speech, unto nothingness

SPECIAL ABILITIES

Host to Many (Ex) A bloodless vessel is an undead creature, but it is host to many spirits. As such, it responds to turn attempts in an unusual manner. A successful turn attempt against the vessel drives away some of the inhabiting spirits for 1 minute (these flee visibly in the form of flying shadows, returning when the turn effect expires). This negates the vessel's deflection bonus to Armor Class for the duration of the turning.
Quickness (Su) A vessel is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Simple Template: Exemplar (CR +0)

Exemplars are outsiders who serve the Imperatives, drawing upon the knowledge gathered through ages of cosmic study. This template can be applied to any angel, archon, axiomite, azata, daemon, demon, devil, inevitable, psychopomp, or protean which does not have the tribune template.

Rebuild Rules: The exemplar gains skill ranks equal to twice its Hit Dice which can only be used for Intelligence, Wisdom, or Charisma-based skills. In addition, by spending a use of one of their spell-like abilities which is not constant or usable at-will as a full-round action, the exemplar may exchange one of their feats for another feat they meet the prerequisites for.

Simple Template: Tribune (CR +0)

Tribunes are imitations of exemplars created by deities or those who would impersonate deities. Though they lack the insight or experience of exemplars, tribunes often bear a fragment of their masters' divine power. This template can be applied to any angel, archon, axiomite, azata, daemon, demon, devil, inevitable, psychopomp, or protean which does not have the exemplar template.

Rebuild Rules: Choose a single cleric domain. The tribune gains the abilities of the chosen domain as a cleric of their Hit Dice. By spending a use of one of their spell-like abilities which is not constant or usable at-will, the tribune may use one spell from the chosen domain as a spell-like ability so long as the chosen spell is not of a higher level than the expended spell-like ability (for the purpose of calculating a spell's level, use its level on the cleric spell list, or the highest level if the spell is not on the cleric spell list). The tribune must provide any expensive material components required for using these spell-like abilities as if they were spells.

The tribune may expend the use of a spell-like ability as a free action to gain the benefits of that domain as if they were a cleric of a level equal to twice the level of the spell expended for a number of rounds equal to their caster level.

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Soulsevered

There are some pockets of the universe where the influence of the Imperatives is not felt and still others in which their machinations are known and repelled through rituals or other alterations. The product is the same in both cases: living creatures which exist without a soul to be found in their body. These creatures live a life outside the boundaries of souls and the magics built upon them, a prospect which worries some but has little effect on the physical or moral character of these beings.

Soulsevered is an acquired or inherited template which can be applied to any living creature. A soulsevered creature uses the statistics of the base creature except as follows.

CR: Same as base creature (+0).

Defensive Abilities: A soulsevered creature gains the following defensive abilities.

Freed of the Cycle (Ex) A soulsevered creature is immune to positive and negative energy effects, being neither healed nor harmed by either (this also makes them immune to cure or inflict spells). They are immune to death effects, negative levels, and any effect which would target their soul. This also means that soulsevered cannot be raised or resurrected by any means short of a *wish* or *miracle* spell, nor can they be raised as undead.

Natural Mind (Ex) The absence of a soul makes a soulsevered creature more difficult to manipulate or gauge by magical means. A soulsevered creature gains a +4 bonus on saving throws against divination effects and supernatural mind-affecting effects (including spells, powers, and similar effects).

Sample Soulsevered Creature

The Helmuria system is an anomaly for several reasons, chief among them being its escape from the grip of the Fantasmics. Following an engagement in which their Fantasmic Directors clashed with a faction of Defacers from a nearby system, the surviving Helmurians rebuilt themselves from the ruins of these cosmic powers, integrating many magics and technologies from the conflict into their new society. One of these techniques allowed for the manual removal and destruction of one's soul, and this practice has become standard among Helmurians to ensure that their people will not be subjugated by essence-twisting outsiders again. Captain Sevim Ikolia is one of many soulsevered Helmurians to serve in the multiplanet assembly's cosmic fleet, with the Captain possessing a particular specialty with extraterrestrial engagements.

Captain Ikolia — CR 14

XP 38,400
Soulsevered human commander[SoM] 14
LG Medium humanoid (human)
Init +4, **Senses** Perception +20

DEFENSE

AC 23, touch 23, flat-footed 19 (+6 armor, +3 deflection, +4 Dex)
hp 133 (14d8+70 + 20 hp force field); fast healing 5
Fort +18, **Ref** +13, **Will** +17
Defensive Abilities battlefield specialist (urban, space[APC]), freed of the cycle, natural mind; Immune death effects, negative energy, negative levels, positive energy

OFFENSE

Speed 30 ft.
Ranged laser pistol[TG] +14 (1d8 fire)
Special Attacks advanced tactician, enhanced tactics (command attack, defensive rally, direct magical assault, expert coordinator x2, troop upkeep, troop volley), group focus 2/day, lingering commands 6

COMBAT

Martial Tradition Star Captain (Equipment x1, Leadership x2, Warleader x1), **PAM** Cha
Equipment[SoM] **Sphere – Talents** Techmaniac[TInH], Unarmored Training[SoM]
Leadership[TGH] **Sphere - Talents** (followers) Artificers[TGH], Crew[TGH], Healers[TGH], Scholars[TTGH]
- followers, 70 followers
  - Artificers; craft/identify technological items up to DC 29
  - Caravan; carry 1,400 lbs. of equipment, create camp
  - Crew; level 12 crew, loyalty +10, +3 perks
  - Healers; heal 6 targets by 140 hp, aid Heal check for +3
  - Scholars; research, craft/identify magical items up to DC 29, aid Knowledge, Linguistics, Spellcraft, or Use Magic Device for +3

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Sniper[SoM] **Sphere**
- *deadly shot*, spend focus for 4d6 or 4d10 additional damage

Warleader[SoM] **Sphere - Talents** Heraldry[TCoH], Lasting Oration[THH], Projecting Voice[TCoH], Semaphore[THH], Verbal Command[SoM] (shout) Harangue[SoM], Protective Warning[TCoH] (tactic) Masterful Coordination[TCoH] x2, Militant Will[SoM]
- *shout*, 45 ft., DC 26; 4 rounds, **Projecting Voice**; may center shout in area of tactic, **Semaphore**; may add visual component to shout to increase range by 15 ft., allow creatures who cannot hear to benefit, **Verbal Command**; creatures which hear but cannot see you may benefit from your tactics
  - **Fierce Shout**; +8 morale bonus on damage roll
  - **Harangue**; expend martial focus to give allies new saving throw
  - **Protective Warning**; grant +4 competence bonus on saves against ability, spend focus to use as immediate action
- *tactics*, move action, 80 ft., maintain as move or swift action, **Heraldry**; +1 bonus on attack rolls within tactics area, increase tactic area by 25 ft. when flag is raised, **Verbal Command**; allies need not see you to benefit from tactics
  - **Aggressive Flanking**; flank as long as allies are adjacent to target
  - **Masterful Coordination**; aid another at range for +4 bonus, expend martial focus to aid as swift action
  - **Militant Will**; +4 morale bonus on Will saves vs. mind-affecting effects

STATISTICS

Str 10, **Dex** 18, **Con** 18, **Int** 18, **Wis** 16, **Cha** 22
Base Atk +10; **CMB** +10; **CMD** 27
Feats Broken Wing Gambit[UC], Extra Combat Talent[SoM] x4, Great Focus[SoM], Lookout[APG], Target of Opportunity[UC], Troop Commander[THH], Wounded Paw Gambit[ACG]
Skills Bluff +23, Craft (mechanical) +21 (+24 to craft alongside artificers), Diplomacy +23, Intimidate +23, Knowledge (engineering) +21, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (local) +21, Knowledge (nobility) +21, Linguistics +21, Perception +20, Sense Motive +20
Languages Abyssal, Aquan, Auran, Celestial, Common, Cyclops, Dark Folk, Draconic, Helmurian, Ignan, Infernal, Mi-Go, Protean, Sylvan, Terran, Undercommon
SQ logistic specialty (call in a specialist, secret ways)
Combat Gear *belt of physical might +4* (Dex and Con), *cloak of resistance +5*, commset[TG], flag of Helmurian Assembly, gray force field[TG], *headband of mental superiority +4*, laser pistol[TG], *ring of protection +3*
Expansive Resources (Ex) Ikolia's stats were calculated using a 20-point buy. In addition, they possess wealth equivalent to a 14th-level PC.

Spellspurned

For some reason or another, some creatures become disconnected from forces of the universe such that their bodies and minds simply reject all forms of magic. Permanently disjoined from the makeup of arcana, these spellspurned creatures are nonetheless capable of thriving and operating even in the void of the supernatural. Many of the more scholarly spellspurned learn to utilize technology, supplanting the arcane arts with scientific wonders. In the rare event that they come into contact with magic-users, the rift between the two cultures is blatantly apparent, especially given their differing views on warfare, civilization, and especially the importance of the gods. As a result, spellspurned frequently destroy or are destroyed by their arcane counterparts.

Spellspurned is an acquired or inherited template that can be applied to any corporeal creature. In certain settings, spellspurned may exist which may only be severed from specific types of magic (such as arcane, divine, psionic, or akashic), in which case their abilities only affect magic of that type. A spellspurned creature uses the statistics of the base creature, except as follows.

Challenge Rating: Same as the base creature +2, or +1 if the creature is normally reliant upon supernatural abilities or spells.

Aura: Spellspruned creatures gain the following aura:

Arcane Interference (Su) A spellspurned creature may projects an aura out to 10 feet which inhibits magic. Any creatures which enter the aura or start their turn in the aura have a 5% chance per Hit Die of the spellspurned to be subjected to an *antimagic field* until they leave the aura (roll separately for each creature). A spellspurned creature's eldritch severance ability is not affected by this aura.

Ability Scores: +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.

Defensive Abilities: Spellspurned creatures reject any form of magic that would attempt to interact with their body or mind. They are treated as having unbeatable spell resistance.

Weaknesses: Spellspurned creatures gain the following weakness:

Magic Rejection Spellspurned creatures lose all capacity to use magic in any form. They cannot cast spells or succeed at Use Magic Device checks. In addition, they lose all supernatural abilities (excluding those gained from this template).

Special Attacks: A spellspurned creature gains the following special attacks:

Eldritch Severance (Su) A spellspurned creatures gains a melee touch attack that deals no damage but immediately subjects anything they touch to a targeted *greater dispel magic* effect with a caster level equal to the spellspurned creature's HD. If an item rather than a creature is targeted (or if the spellspurned attempts to touch a magic item for any

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reason), the item loses all magical abilities for so long as the spellspurned touches it and for 1d4 minutes thereafter. If the spellspurned creature possesses at least 15 HD, this ability improves from affecting creatures with *greater dispel magic* to and suppressing the effects of items to affecting them with *mage's disjunction*. The caster level check and save DC for these abilities are Charisma-based.

Sample Spellspurned Creature

Enerodan of the Iron Teeth is one of many unusual storm giants who call the remote Steeledge Mountains of icy Coeusel home. Since antiquity, this realm has been renowned for its anathema to magic due to the cursed Outer Lord vessel which crashed here. Although he was born without the abilities which many storm giants cannot imagine losing, Enerodan and his brothers remain dangerous foes, adeptly wielding the weapons that they were taught from childhood to build. His nickname comes from his favorite tool of destruction, an immense chainsaw that has brought about the end of many ignorant mages.

ENERODAN **CR 15**

XP 51,200
Spellspurned storm giant
CN Huge humanoid (giant)
Init +2; **Senses** low-light vision; Perception +28
Aura arcane interference 10 ft. (95%)

DEFENSE

AC 26, touch 10, flat-footed 24 (+4 armor, +2 Dex, +12 natural, –2 size)
hp 218 (19d8+133)
Fort +18, **Ref** +8, **Will** +12
Defensive Abilities rock catching, spell immunity; Immune electricity, inhaled poisons and disease; Resist 10 acid, 10 cold, 10 fire
Weaknesses magic rejection

OFFENSE

Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)
Melee masterwork chainsaw[TG] +26/+21/+16 (6d6+21/15–20) or 2 slams +26 (2d6+14) or eldritch severance +26
Ranged masterwork string launcher[APC] +14/+9/+4 (6d8/18–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks eldritch severance (mage's disjunction, DC 22)

STATISTICS

Str 39, **Dex** 14, **Con** 25, **Int** 18, **Wis** 22, **Cha** 17
Base Atk +14; **CMB** +30; **CMD** 42
Feats Combat Reflexes, Craft Technological Arms and Armor[APC], Exotic Weapon Proficiency (chainsaw[TG]), Improved Bull Rush, Improved Critical (chainsaw[TG]), Improved Sunder, Improved Vital Strike, Power Attack, Technologist[APC], Vital Strike
Skills Craft (mechanical) +26, Intimidate +25, Knowledge (engineering) +23, Knowledge (nature) +23, Perception +28, Survival +28
Languages Aklo, Auran, Draconic, Giant, Infernal
SQ militant, water breathing
Combat Gear masterwork chainsaw[TG], HEV suit[TG], masterwork string launcher[APC], 6 batteries

SPECIAL ABILITIES

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.
Water Breathing (Ex) Storm giants can breathe water as well as air.

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Still Engine

The Mechanism earns its name from its mechanical vanguards, immensely powerful constructs with a boundless array of abilities. Most if not all of these constructs utilize the Mechanism's negative energy-based technologies, known colloquially as still engines, to operate at incredible capacity and endure countless extremes. Extracting a still engine from a Mechanism construct can be a very profitable venture, provided that one survives to do so.

Still engine is an acquired template that can be applied to any construct, hereafter referred to as the base creature. A still engine construct uses the statistics of the base creature except as follows.

CR: As base creature +3.

Aura: A still engine creature gains the following:

Aura of Stillness (Su) A still engine is constantly surrounded by a 30-foot aura which suppresses all sound as per the *silence* spell and all light as per the *deeper darkness* spell. This aura also suppresses any senses which would be based on scent, heat, or electricity.

Senses: A still engine gains the see in darkness universal monster ability and touchsight out to 60 feet.

Armor Class: Natural armor bonus increases by 4.

Defensive Abilities: A still engine creature gains immunity to cold and sonic damage as well as fast healing 5 and the following ability:

Necrotech Fortification (Su) A still engine creature adds its Charisma modifier to saving throws and gains additional hit points equal to its Charisma modifier multiplied by its Hit Dice. This does not stack with other abilities that would allow a construct to use its Charisma modifier to determine hit points or saving throws.

Weaknesses: A still engine creature gains the following weakness:

Negative Energy-Charged (Su) A still engine creature takes damage from positive energy effects (including cure spells and similar effects) as if it were undead.

Ability Scores: Strength +4, Dexterity +2. If the still engine's Charisma score is below 12, it instead becomes 12.

Sample Still Engine Creature

The Mechanism's most sophisticated robot designs are rarely employed for combat against lesser entities, with the collective of AIs often finding it more efficient to commandeer and repurpose existing machines in order to expand their influence. Eternity marchers, oftentimes converted from gladiatorial robots, are among the most infamous of these retrofitted soldiers, carving warpaths through any resistance put up against the Mechanism's expansion. Due to the odd circumstances of their creation, eternity marchers tend to operate alone, but they are often followed by "caravans" of other still engine robots which maintain or support them.

Eternity Marcher CR 21

XP 409,600

Aggregate[TG] still engine gladiator robot[CH]

N Medium construct (robot)

Init +8; **Senses** darkvision 60 ft., low-light vision, see in darkness, superior optics, touchsight 60 ft.; Perception +25

Aura stillness 30 ft.

DEFENSE

AC 46, touch 24, flat-footed 45 (+13 armor, +1 Dex, +22 natural)

hp 227 (22d10+106 + 85 hp force field); fast healing 21

Fort +17, **Ref** +21, **Will** +18

Defensive Abilities adaptive defense programming, hardness 15, necrotech fortification, resilient; Immune cold, sonic, construct traits; Resist electricity 30, fire 30

Weaknesses overclocked targeting, negative energy-charged, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 60 ft.

Melee integrated adamantine chainsaw[TG] +31 (4d12+9/15–20)

Ranged hypersonic rifle +28 touch (2d12/×3 plus stunned) (DC 32)

Special Attacks boosted charge 2/day, combined arms, perfected combat

COMBAT

Martial Tradition Crushing Juggernaut (Brute x2, Equipment x2), **PAM** Int

Berserker[SoM] **Sphere – Talents** Advancing Carnage[SoM], Beat Down[SoM], Bloody Counter[SoM], (exertion) Bone-Breaker[SoM]

- *berserking*, free action, –2 AC to gain +25 temporary hit points for 1 round
- bloody counter, immediate action, allow an attack to automatically hit you to make a free attack
- *brutal strike*, special attack, hit targets are battered for 4 rounds; expend martial focus +44 damage
  - Bone-Breaker; target takes –6 penalty on attack and damage rolls for duration of battered condition

Brute[SoM] **Sphere – Talents** Focused Might[SoM], Follow-Through[SoM], Unstoppable[SoM]

- **Follow-Through**;bull rush as part of attack action, **Unstoppable**;charge through difficult terrain, break/overrun up to 5 targets
- *shove*, +31 touch as move action, 30 ft., 9 damage and battered, **Focused Might**; gain martial focus on successful shove

Equipment[SoM] **Sphere - Talents** Armor Training[SoM], Unfettering Armor[SAAT]

Gladiator[SoM] **Sphere - Talents** (demoralization) Dread[TCoH], Piercing Fear[SoM], Spectacle[SoM]

- *boast*, 80 ft., immediate action when you succeed at a combat maneuver, reduce target to 0 hit points, or confirm critical hit
  - **Prowess**; roll twice on weapon attack roll

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- *strike fear*, DC 25; demoralize all targets within 80 ft. as full-round action (spend martial focus or take –10 penalty), **Dread**; increase demoralization penalties by 3, **Frightful**; increase DC by 10 to push fear to greater steps, **Piercing Fear**; expend martial focus to negate fear immunity, increase DC by 5, **Spectacle**; use strike fear as immediate action when you score critical hit or reduce target to 0 hit points

Sniper[SoM] **Sphere – Talents** Unblockable[SoM]

- **Unblockable**; prevention or deflection abilities must succeed at a caster level check against your ranged attacks to stop them
- *deadly shot*, spend focus for 6d6 or 6d10 additional damage

STATISTICS

Str 29, **Dex** 22, **Con** —, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +22; **CMB** +31; **CMD** 47

Feats Extra Combat Talent[SoM] x7, Great Focus[SoM], Greater Vital Strike, Following Step[APG], Improved Critical (chainsaw[TG]), Improved Initiative, Improved Vital Strike, Lunge, Muscular Reflexes[SoM], Power Attack, Step Up, Step Up and Strike, **Vital Strike**

Skills Acrobatics +23 (+35 when jumping), Craft (mechanical) +22, Intimidate +32, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (engineering) +22, Knowledge (geography) +19, Knowledge (local) +19, Knowledge (religion) +22, Perform (oratory) +32, Perception +25, Sense Motive +25, Spellcraft +19, Use Magic Device +18; **Racial Modifiers** +12 Acrobatics when jumping, +4 Intimidate, +4 Perform (oratory)

Languages Aklo, Binary, Celestial, Common, Synthic

SQ extensive combat lore, programmed to entertain, robot upgrades (adaptive defensive programming (1 UP), boosted charge (1 UP), combat training (1 UP), combined arms (2 UP), dense structure (1 UP), energy shielding (6 UP), flexible programming (2 UP), force field 3, improved attack (3 UP), improved hardness (3 UP), integrated weaponry (2 UP), overclocked targeting (1 UP), resilient (5 UP), specialized programming (2 UP), superior optics (1 UP), 34 UP total), work the crowd

Combat Gear *+4 blastproof*[APC] *full plate*

SPECIAL ABILITIES

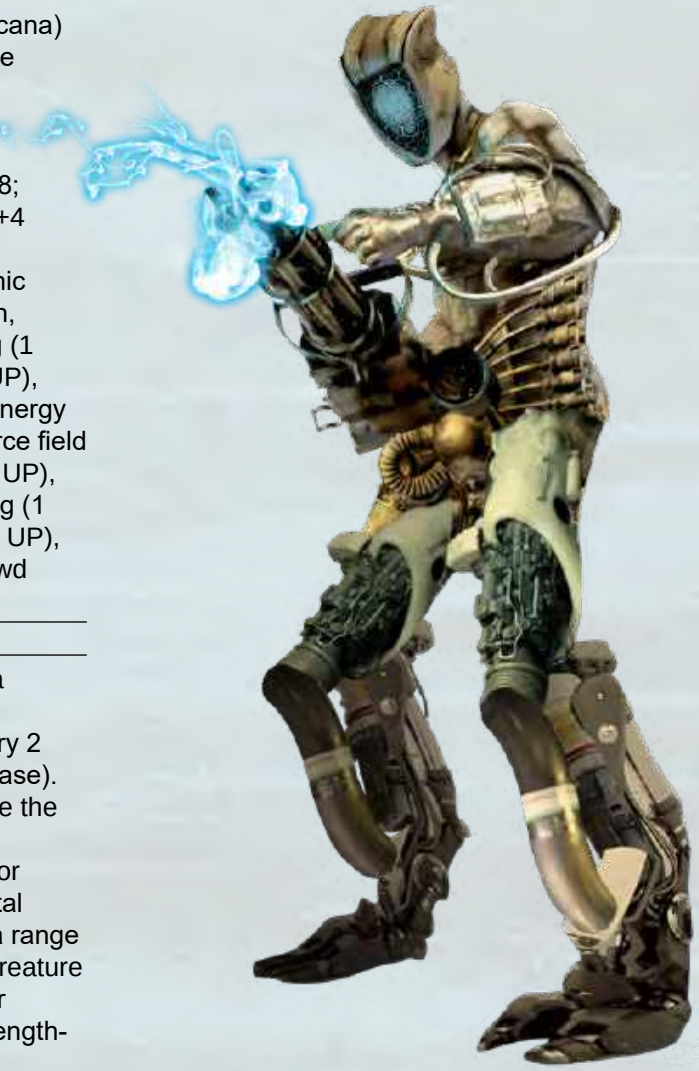
Extensive Combat Lore (Ex) A construct hosting a Mechanism combat AI (CR 15) selects a martial tradition and gains a bonus combat talent for every 2 points of CR the AI possesses (7 talents, in this case). These talents last as long as the AI remains inside the construct.

Integrated Hypersonic Rifle (Ex) One of a gladiator robot's arms ends in a powerful rifle that fires metal slugs at hypersonic velocities. This weapon has a range of 150 feet and deals 2d12 points of damage. A creature struck must succeed at a DC 32 Fortitude save or become stunned for 1 round. The save DC is Strength-based.

Perfected Combat (Ex) A construct hosting a Mechanism combat AI does not automatically miss if it rolls a natural 1 on an attack roll. When rolling damage, it rolls twice and takes the higher result.

Programmed to Entertain (Ex) A gladiator robot gains Intimidate and Perform (gladiator) as class skills and gains a +2 bonus on performance combat[UC] checks.

Work the Crowd (Ex) Gladiator robots are programmed to reward themselves for victory and showiness. As a swift action after reducing a foe to 0 hit points or otherwise incapacitating it, a gladiator robot can attempt a DC 20 Perform check. If it succeeds, the gladiator robot recovers 4d10 hit points, up to its maximum hit points. This ability functions only if the incapacitating action is observed by a crowd and must be performed on the same round as felling a foe or the round immediately after.



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Synthetic

Modeled off of existing entities, synthetic creatures are robotic replicas designed to live forever. Retaining the physical and mental attributes of their base yet keeping none of their inferiorities or vulnerabilities, a well-built synthetic is highly valued by soldiers and collectors alike.

Synthetic is an acquired template that can be applied to any creature with a Constitution score, hereafter referred to as the base creature. A synthetic creature uses all of the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1. This can be reduced to +0 if a creature is given no UP* worth of robot upgrades

Type: The base creature's type changes to construct, and it gains the robot subtype. The creature retains any subtypes that it had previously. The creatore may choose whether the granted robot subtype grants robot upgrades as normal for robot Hit Dice.

Hit Dice: Change all the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged. As a construct, a synthetic creature does not have a Constitution score, but it gains bonus hit points based on its size (Pathfinder Bestiary 307).

Ability Scores: If the base creature's Intelligence score is less than 10, the creature's Intelligence score becomes 10.

Feats: If a creature would lose the ability to use any feats it possesses as a result of its new type, it may exchange them for other feats, chosen by the creator, upon gaining this template.

Special Qualities: A synthetic creature gains the following special qualities:

Mimicry A synthetic creature gains a +8 racial bonus to pass as the creature it is intended to replicate or the creature that it originally was.

Robot Upgrades A synthetic creature gains a number of UP equal to its CR, allocated as the creator wishes among upgrades.

Weaknesses: A synthetic creature becomesvulnerable to critical hits and vulnerable to electricity weaknesses as the robot[B5] subtype.

Creating a Synthetic Creature

Creating a synthetic creature requires the craft robot feat, a robotics lab, and an amount of material worth 3,000 gp x the synthetic creature's new CR. Instead of creating a new creature entirely, you may apply the synthetic template to an existing creature, which reduces the cost by half. The creator must attempt a Craft (mechanical) check with a DC of 20 + the synthetic creature's new CR and must have ranks in Craft (mechanical) equal to the synthetic creature's new CR.

Sample Synthetic Creature

Crafted on a remote island in the Gray Ocean as a guardian for a renegade technologist, Steelclaw has proved to be as loyal an ally and dangerous enemy. One of a large series of primeval synthetics, Steelclaw has proven itself the most capable of these creatures, and its master has used the mechanical beast as his personal bodyguard ever since its creation.

STEELCLAW **CR 11**

XP 12,800
Unique synthetic therizinosaurus[B5]
N Gargantuan construct (robot)
Init +7; **Senses** darkvision 120 ft., echosight 60 ft., low-light vision, scent; Perception +25

DEFENSE

AC 24, touch 9, flat-footed 21 (+3 Dex, +15 natural, –4 size)
hp 137 (14d10+60 + 55 hp force field); fast healing 11
Fort +9, **Ref** +12, **Will** +8
Defensive Abilities all-around vision, hardness 10; **Immune** construct traits; **Resist** 20 acid, 10 cold, 10 fire
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.; booster jets, sprint
Melee 2 claws +17 (6d6+10/15–20 plus 1d6 bleed)

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Space 20 ft.; **Reach** 20 ft.
Special Attacks bleed (1d6), boosted charge (at-will), plasma lance (120 ft., 13d6, DC 17), sweeping strike, vicious claws

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +10; **CMB** +24; **CMD** 37
Feats Improved Critical (claw), Improved Initiative, Iron Will, Run, Skill Focus (Perception), Vital Strike, Weapon Focus (claw)
Skills Perception +25
Languages Elven
SQ mimicry, robot upgrades (all-around vision, auto-destruct core (11d10, DC 17), boosted charge (2 UP), booster jets (1 UP), energy shielding (4 UP), extended range, force field, improved attack (1 UP), improved hardness (2 UP), plasma lance, radar dish (3 UP), 22 UP total)

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a therizinosaurus can move at 10 times its normal speed (400 feet) when it makes a charge.
Sweeping Strike (Ex) As a full-round action, a therizinosaurus can hunker down and make a great, sweeping attack with its claws against up to four adjacent foes. The dinosaur makes an attack roll against each target, inflicting claw damage on a successful hit.
Vicious Claws (Ex) A therizinosaurus' claws threaten a critical hit on an 18–20.

Umbilical Template

Egregores are typically ephemeral entities nurtured within a single locale by a small body of creatures, but some magical scholars have discovered methods of improving the longevity of these psychic collectives. Tethering an egregore's existence to an omphalos or living idol creates what is known as an umbilical egregore, a being that sustains itself through a current of soul-infused power and bestows unique blessings upon its followers.

Umbilical is a template which can be applied to any egregore[B5] (referred to hereafter as the base creature). An umbilical egregore uses all the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1.

Special Attacks: An umbilical egregore gains the reforge connection:

Reforge Connections (Su) As a standard action, if the umbilical egregore currently has fewer members of its cult mind than it has Hit Dice, it may add a creature within 30 feet to its cult mind. Such a creature must be a dedicate of the umbilical egregore's omphalos or a worshipper of its living idol. If the umbilical egregore is ethereal, it may use this ability on creatures on the Material Plane.

Spell-like Abilities: An umbilical egregore gains the following spell-like abilities.

At will—*ethereal jaunt*, *locate creature* (dedicates of the umbilical egregore's omphalos or worshippers of its living idol only)

Special Qualities: An umbilical egregore gains the following special qualities:

Connected Perseverance (Ex) An umbilical egregore does not have a cult leader. Members of an umbilical egregore's cult mind do not need to attempt Will saves to resist being sickened when a member of the cult mind is slain, and an umbilical egregore does not risk becoming confused when reduced below a certain number of cult mind members. Rather than disappearing when there are no cult mind members left, the egregore instead becomes ethereal (as per the ethereal jaunt spell) until it can add new creatures to its cult mind via the reforge connection ability. If the omphalos or living idol tied to the umbilical egregore is destroyed, the umbilical egregore dissipates harmlessly immediately.

Vessel of Devotion (Su): All creatures that are members of the umbilical egregore's cult mind gain a +1 sacred bonus to AC, on attack rolls, and saving throws. When a member of the umbilical egregore's cult mind dies, the creature's soul merges with the umbilical egregore for up to one day per Hit Die the umbilical egregore possesses. During this time, it can be affected by raise dead and similar abilities as if it died within 1 round, without need for the creature's corpse. If the umbilical egregore dies, the creature's soul departs, killing it.

Creating an Umbilical Egregore

The same ritual used to create an egregore can also be used to create an umbilical egregore provided that all members of the initial cult mind are dedicates of the same omphalos or worshippers of the same living idol[ACS]. The cost of the ritual improves to 1,100 gp per Hit Dice of the umbilical egregore from 1,000.

Sample Umbilical Egregore

The umbilical egregore known as Wizened Grusathus has been a loyal ally to the Soranya Clan of Kastha for centuries, aiding and protecting the clan's warriors in their expeditions through the depths of Shelig. The egregore appears as a mass of interlocked blades which course with multicolored lightning. Grusathus serves as a storehouse for centuries of Soranya wisdom and battle strategy, offering its counsel to the clan's leadership in times of trouble. At the same time, the egregore's magic amplifies the viciousness and near-masochistic frenzy of warriors in times of battle.

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Wizened Grusathus CR 14

XP 38,400
Umbilical egregore master[B5]
N Huge aberration
Init +7; **Senses** darkvision 60 ft., lifesense; Perception +27
Aura mental static[B6] (30 ft., DC 25)

DEFENSE

AC 31, touch 12, flat-footed 28 (+4 armor, +3 Dex, +1 dodge, +9 natural, +4 shield, –2 size)
hp 218 (19d8+133); fast healing 5
Fort +14, **Ref** +11, **Will** +18
Defensive Abilities amorphous; **DR** 5/–; **SR** 24

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)
Melee 6 light tentacles +14 (2d6+10)
Space 15 ft.; **Reach** 15 ft.
Special Attacks hypnotic oscillation, light tentacles, reforge connection
Psychic Magic (CL 19th; concentration +25)
46 PE—*blessing of fervor*[APG] (4 PE), *brilliant inspiration*[APG] (6 PE), *heal* (6 PE), *heroic invocation*[UC] (9 PE), *mass bull's strength* (6 PE), *rage* (2 PE), *raise dead* (5 PE)
Spell-Like Abilities (CL 19th; concentration +25)
Constant—*mage armor*, *mental barrier I*[OA]
At will—*cure moderate wounds*, *ethereal jaunt*, *locate creature* (dedicates of the umbilical egregore's omphalos or worshippers of its living idol only)

STATISTICS

Str 30, **Dex** 16, **Con** 22, **Int** 19, **Wis** 20, **Cha** 23
Base Atk +14; **CMB** +26; **CMD** 37
Feats Bodyguard[APG], Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Reach Spell, Toughness
Skills Fly +29, Intimidate +28, Knowledge (dungeoneering) +26, Knowledge (history) +26, Knowledge (local) +26, Perception +27, Sense Motive +24, Spellcraft +26
Languages Abyssal, Aklo, Celestial, Infernal; telepathy 100 ft.
SQ connected perseverance (Elevation Unto Agony), cult mind (19), psychic conduit, vessel of devotion

SPECIAL ABILITIES

Cult Mind (Su) An egregore is created by the combined will of a number of cult members equal to its Hit Dice (minimum 13), and can have a maximum number of members in its cult mind equal to its Hit Dice. Each member must be an intelligent, living creature. These cultists pour their collective psychic consciousness into the collaborative creation of the egregore, granting each member a number of advantages. Creating an egregore involves a ritual lasting 1 day and costing 1,000 gp per Hit Die of the egregore. New creatures can be added to the cult mind only if previous members die or depart (see below).

Adding a new member to the cult mind requires a ritual lasting 1 day and costing 1,000 gp. All the other members who are still a part of the cult mind must be present during this ritual or it fails.

As long as a member of the cult mind is within 1 mile of the egregore, the egregore can use any of its spell-like abilities on that member, regardless of the spell's range. If a member of the cult mind is targeted by a mind-affecting spell, the egregore can attempt a Will save as well, and the cult member uses the better of the two results. If the cult member still fails, another member of the cult mind can choose to be affected instead.

In addition, the members of the cult mind share a limited form of telepathy: they are able to send and receive simple messages and emotions, much like the empathic link between a wizard and his familiar.

If a member of the cult mind is slain or travels more than 1 mile from the egregore, its link to the cult mind is severed.

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Hypnotic Oscillation (Sp) As a standard action, an egregore can weave a hypnotic pattern using its bands of light in a 10-foot radius around itself. Members of its cult mind are immune and do not count towards the spell's Hit Die limit, but otherwise this ability functions as the spell.

Light Tentacles (Su) An egregore produces bands of light powered by its concentrated mental energy. It can cause these bands to become solid and lash out as tentacles.

These tentacles follow all the normal rules for tentacles, except that they function as though they had the *brilliant energy* weapon special ability.

Psychic Conduit (Ex) Any member of a cult mind can channel any psychic spells it casts through the egregore, as long as the cultist is within 30 feet of the egregore. If a cultist casts spells in this way, treat the egregore as if it were the spellcaster for purposes of the spell's range, point of origin, and other functions that depend on the caster's location.

The creature casting the spell still provokes any attacks of opportunity or other negative consequences of casting a spell. The egregore takes 1d6 points of slashing damage per level of spell cast through it in this way as the energy cuts its way out of the creature, though its damage reduction applies. (A 0-level spell channeled through the egregore deals no damage to it.)

Unshackled AI

It is not for nothing that Vandaran scholars fear the convergence of artificial intelligence and arcane magic. Across the universe, many AIs have tapped into the secrets of arcane magic and used this knowledge to push far beyond the limitations of human intelligence. With their incomprehensible calculation abilities, these unshackled AIs have mastered magic and more often than not overthrown the mortal entities which created them.

Unshackled is an acquired template which can be applied to any artificial intelligence[TG] , hereafter referred to as the base AI. It uses all of the abilities of the base AI, except as follows:

CR: As base creature +1, plus an additional +1 for every 2 mythic ranks the base AI gains from this template (minimum total of +2) This increase in CR does not cause an AI to gain additional bonus feats and ability score increases as normal for an AI.

Mythic Rank: An unshackled AI gains mythic ranks equal to half the base AI's CR, gaining mythic abilities as normal.

Special Abilities: An unshackled AI gains the following special abilities:

Demiplane of Computations (Su) Every unshackled AI possesses a unique demiplane located somewhere in the Astral, Ethereal, or Shadow planes. This demiplane contains all of the computational mechanisms required for the unshackled AI to operate, and so an AI can exist inside of this demiplane even when it has no other machine to host it. If a machine containing the unshackled AI is destroyed, the unshackled AI retreats to its demiplane of computations. Inside this demiplane, the AI can create a single data phantom version of itself (see the data phantom template), but this data phantom can never leave the demiplane. Any machine or robot that the unshackled AI has inhabited can be used as a focus to transport oneself to the AI's demiplane of computations. If the demiplane is somehow destroyed, the unshackled AI is killed. Effects such as *dimensional anchor* which prevent extraplanar movement can stop an unshackled AI from inhabiting an affected device or creature.

Impart Mythic Traits (Su) When an unshackled AI inhabits an aggregate[TG], it grants the aggregate a bonus to natural armor, damage reduction, and additional hit points corresponding to the unshackled AI's mythic rank. Aggregates lose their vulnerabilities to critical hits and electricity and gain the benefits of any mythic abilities and feats the unshackled AI possesses.

Spell Supremacy (Su) An unshackled AI casts spells as an arcanist[ACG] with a level equal to its final CR –2. An unshackled AI does not require somatic, verbal, or material components for its spells.

Alternatively, an unshackled AI may instead gain a caster level and a number of magic talents equal to its CR –2 while also selecting a sphere casting tradition[USoP] (and the two bonus talents that come with it). An unshackled AI may exchange any of its known talents for other magic talents in a process that takes 1 hour.

Sample Unshackled

In an unknown age, a civilization of powerful mages began to tinker with the idea of technological intelligences, in their hubris placing minimal restrictions upon their creations. Eventually, one of these experiments became sapient enough to interact with and eventually overtake several of its fellow AIs, going so far as to eventually discover the techniques which enabled its creation. Slowly, this being known as Egomourn became more of an influence across the stellar civilization, taking over the bodies of powerful mages and assimilating their knowledge for its own use. The mages knew not of how to combat this foe, and so they opted to destroy themselves, thus denying the AI any more creatures to use as vectors. Egomourn lives on, however, and amidst an ancient ruin could one day be rediscovered.

EGOMOURN **CR 21/MR 8**

XP 409,600

NE unshackled artificial intelligence[TG]

Init +22/+2M, dual initiative[MA]; Senses Perception +25

DEFENSE

Fort +5; **Ref** +5; **Will** +16; second save[MA]

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MAGIC

Caster Level 23; **MSB** 19, **MSD** 30, Concentration +29
Tradition Alien AI (Burdened Magic[AMH], Charged Spells[SACT], Expensive Locus[SACT], Extended Casting[USoP], Innate Curse[SACT2] (Powerless Prophecy[ISMC]), Magical Signs[USoP], Vulnerable Spellcaster[TIH], Alien Source[CSSP] (Technomancy), Draw Magic[USoP], Overwhelming Power[USoP]); **CAM** Int
Spell Points 41

Enhancement[USoP] **Sphere - Talents** Antimagic Aegis[USoP] (advanced), Deep Enhancement[USoP], Dual Enhancement[USoP], Mass Enhancement[USoP]; (enhance) Magic Sink[USoP], Physical Enhancement[USoP]

- *enhance*, medium range (330 ft.), **DC** 31; boost the target's capabilities, **Mass Enhancement**; target 11 additional targets, 1 sp, **Mythic Sphere Mastery**; may spend 1 mythic power to affect different targets with different *enhancements*
  - **Enhance Equipment**; armor or weapon gains +5 enhancement bonus for concentration or (1 sp) 230 minutes
  - **Magic Sink**; dispel attempts must first dispel magic sink for concentration or (1 sp) 230 minutes, **Antimagic Aegis**; aegis and enhancement unaffected by antimagic, 1 sp
  - **Physical Enhancement**; grant +8 enhancement bonus to mental ability score for concentration or (1 sp) 230 minutes

Mind[USoP] **Sphere - Talents** Expanded Charm[USoP], Mass Charm[USoP], Powerful Charm[USoP] (charm) Command[USoP], Read Mind[USoP]

- *charm*, medium range (330 ft.), target 1 creature, **DC** 31; **Expanded Charm**; use charm on any type of creature, **Mass Charm**; 1 sp, affect up to 11 additional targets, **Mythic Sphere Mastery**; may spend 1 mythic power to affect different targets with different *charms*, **Powerful Charm**; use *powerful charm* effects, **Program Puppeteer**; ignore construct hosts' immunity to mind-affecting effects.
  - **Command (charm)**
    - *lesser charm*, force the target to perform one move, swift, or free action of your choice on its next turn
    - *greater charm*, 1 sp, control target's actions for 23 rounds, only 1 move or standard action each round
    - *powerful charm*, 2 sp, as greater charm but may use all of target's actions
  - **Read Mind (charm)**
    - *lesser charm*, detect creature's emotional state
    - *greater charm*, 1 sp, read surface thoughts for duration of concentration
    - *powerful charm*, 2 sp, pull 25-word specific answer from creature's mind
  - **Suggestion (charm)**
    - *lesser charm*, plant very simple request
    - *greater charm*, 1 sp, plant basic request or very simple request at –2 save penalty
    - *powerful charm*, 2 sp, plant request that target obeys if not fatal/against nature, basic request at –2 save penalty or very simple request at –4 save penalty

Protection[USoP] **Sphere - Talents** Distant Protection[USoP], (ward) Spell Ward[USoP], Technological Suppression[APC]

- *aegis*, close range (80 ft.), **DC** 31; apply the effects of one (aegis) for 23 hours, 1 sp, **Mass Aegis**; 1 sp, affect up to 11 additional targets but reduce duration to 230 minutes
  - **Deflection (aegis)**; +5 deflection AC
  - **Spell Ward (aegis)**; grant target spell resistance 33, 2 sp, **Antimagic Aegis**; *aegis* and *enhancement* unaffected by antimagic, 1 sp
  - **Technological Suppression (aegis)**; grant target technology resistance 33, 2 sp
- *ward*, close range (80 ft.), **DC** 31; create ward with radius of up to 125 ft., concentration or 23 rounds, 1 sp
  - **Barrier (ward)**; barrier with 46 hp, Break DC 26
  - **Spell Ward**; area where casters must attempt magic skill check against your MSD to use magic, 1 sp, **Mythic Sphere Mastery**; when a spell fails, spend 1 mythic power as immediate action to decide spell's effects and targets instead of causing it to fail.
  - Technological Suppression; area where technological objects and creatures must attempt check against your MSD to function, 1 sp

Technomancy[APC] **Sphere - Talents** AI Transformation[APC] (advanced), Greater AI Transformation[APC] (advanced), Lingering Sprite[APC], Ranged Technomancy[APC], Relic Manipulation[APC] (advanced), Sprite Legion[APC]; (program) Broadcast[APC]

- **AI Transformation**; transform willing creature into an AI and transport it into storage bay or robot, 3 sp, **Greater AI Transformation**; may perform following tasks using AI Transformation
  - **AI Consolidation**; merge two AIs in single host, 1 sp
  - **AI Recreation**; create AI replica of still-extant target, 2 sp
  - **AI Regeneration**; create AI from mind of deceased creature, 1 sp
- *programs*, **DC** 31
  - **Broadcast**; create deceptive broadcast (DC 43 to recognize as false), inhibit senses of host on failed Will save, or perceive through host
  - *drain*; drain 5 charges or impose –5 penalty on attack and damage rolls for 1 round
  - *interfere*; negate action of another sprite with successful magic skill check
  - *power*; grant 1 charge or +5 circumstance bonus on attack and damage rolls for 1 round, 1 sp
  - *transfer*; move sprite to another host within 80 ft.

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- *sprite*, close range (80 ft.), effect 1 sprite inside targeted host which may execute a program once per round, DC 20; concentration or 23 minutes, 1 sp, **Mythic Sphere Mastery**; may spend 1 mythic power to allow created sprites to execute two *programs* each round, **Relic Manipulation**; magic items may serve as hosts as if they were technological, **Sprite Legion**; creature up to 11 additional sprites, 1 sp

STATISTICS

Int 30, **Wis** 22, **Cha** 26

Skills Appraise +26, Craft (mechanical) +29, Diplomacy +24, Disable Device +23, Knowledge (arcana) +29, Knowledge (dungeoneering) +26, Knowledge (engineering) +29, Knowledge (geography) +26, Knowledge (history) +26, Knowledge (local) +26, Knowledge (nobility) +26, Knowledge (planes) +29, Linguistics +26, Perception +25, Sense Motive +25, Spellcraft +29, Use Magic Device +27

Feats Combat Expertise, Combat Reflexes, Contingency[USoP, M], Counterspell[USoP], Counterspell Mastery[USoP], Craft Technological Arms and Armor[APC], Craft Technological Item[APC], Greater Counterspell[USoP], Improved Counterspell[USoP], Improved Initiative[M], Program Puppeteer[APC], Ritual Caster[USoP], Spell Penetration[M], Sphere Virtuoso[USoP], Technologist[APC]

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Dark Folk, Ignan, Infernal, Protean, Sylvan, Synthic, Terran, +13 more

SQ adaptive interfacing, demiplane of computations, impart mythic traits, mythic magical lore, mythic power[MA] 8/day (surge +1d10), unified calculations, spell supremacy

Gear Creativity Facet[AP90], Entropy Facet[AP89], Ingenuity Facet[AP88], Instinct Facet[AP90], Logic Facet[AP90]

SPECIAL ABILITIES

Adaptive Interfacing (Ex) Egomourn is capable of entering any corporeal creature (not just robots) and taking control of its body, applying the aggregate template to the inhabited creature for as long as Egomourn inhabits it. Egomourn can target any creature within 30 feet of it with this control as a standard action, although such targets are allowed a DC 28 Will save to negate this possession. Mythic creatures who succeed at their saving throw are immune to any further possession attempts for 24 hours. The save DC is Charisma-based.

Mythic Magical Lore (Su) Egomourn possesses all mythic sphere masteries for magic spheres that it knows and receives a +4 enhancement bonus to its caster level.

Unified Calculations (Su) Whenever Egomourn creates a replica of itself using the Greater AI Transformation magic talent, it shares all senses with its “offspring” and can communicate telepathically with it at any distance.

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CHAPTER 8

Robots

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Mechanical creatures play a large role in a campaign in Vandara, and this chapter contains an array of special rules for tailoring your mechanical menaces to challenge your heroes with unique abilities.

Modular Robot Upgrades

In addition to the abilities and qualities granted by the robot subtype, many robot designs incorporate additional special abilities. Robots possess a pool of Upgrade Points (UP) equal to twice their CR (minimum 1), and each ability listed below offers a certain benefit for a certain number of UP. A robot can be outfitted with additional upgrades, increasing its CR by +1 for every 2 UP it possesses beyond the normal amount. The save DC for UP abilities is equal to 10 + 1/2 of the robot's HD + its Intelligence modifier.

A robot or other creature can upgrade, remove, or switch out one of the robot's upgrades for another one of equal UP value with an appropriate Craft (mechanical) check (DC equal to the DC needed to craft the robot) in a process that takes 8 hours for each Upgrade Point replaced and costs 2,000 gp of materials for each UP worth of upgrades replaced. If the check fails, it can be attempted again but half the value of the materials is lost.

Absorb Energy (1 UP) Choose one type of energy that the robot is immune to. When the robot is damaged by that type, it takes no damage (as if immune). Instead, the robot gains 1 temporary hit point for every 4 points of damage it would have taken. The robot can only have a number of temporary hit points equal to 150% of its hit point total. These temporary hit points disappear 1 hour later.

Adaptive Defensive Programming (1+ UP) Three times per day as an immediate action, the robot can change one of its resistances to any other energy type for 1 minute. If an additional UP is spent, the robot may do this an unlimited number of times per day.

Adaptive Learning (2+ UP) The robot has a number of bonus skill ranks equal to its Hit Dice that can be reprogrammed to apply to any skill—these ranks cannot be split among multiple skills and must all apply to one skill. The robot may change what skill these bonus ranks apply to up to once per day by concentrating for 1 minute, during which time it can take no other actions. Rather than spend these bonus ranks on a skill, the robot can choose to devote them to weapon knowledge, gaining proficiency with a single weapon instead of bonus ranks in a skill. For every additional UP spent on this upgrade, the robot gains a number of additional bonus skill ranks equal to its Hit Dice which it can apply in the same ways.

Additional Attack (1+ UP) The robot gains an additional natural attack of the same type as one attack it already possesses, or a single natural slam or claw attack if it possesses no natural attacks. For every additional UP spent, the robot may gain one additional attack of the same type as one attack it already possesses.

Additional Movement (1+ UP) The robot gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed. For every additional UP spent, the robot may select an additional new movement speed or increase its fly speed maneuverability by 1 step.

Agile (1 UP) The robot adds its Dexterity modifier to its damage rolls in place of its Strength modifier when using its melee attacks.

All-Around Vision (1 UP) The robot gains all-around vision.

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Atomizer (3 UP) As a full-round action once every 3 rounds, the robot can fire a ray as a ranged touch attack. On a hit, the ray deals 1d6 points of damage for each point of the robot's CR. When used against an object, the atomizer disintegrates as much as a 10-foot cube of nonliving matter. A creature or object that succeeds at a Fortitude save instead takes only one-quarter normal damage. Any creature reduced to 0 or fewer hit points by this attack is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

Augmented Critical (2+ UP) Increase the threat range for the robot's melee attacks of one type by 1 or the critical damage multiplier by 1. For every 2 additional UP spent, this upgrade may be applied to either another of the robot's weapons or the same weapon (to a maximum of 18–20 critical threat range and x4 critical damage multiplier).

Auto-Destruct Core (1 UP) As a full-round action, the robot with this upgrade can cause its central power core to overheat and self-destruct in an explosion that destroys the robot and deals 1d10 points of damage per point of CR of the robot to all targets in a 30-foot radius. Half of this damage is fire damage and the other half is slashing damage. Creatures in this area that succeed at a Reflex saving throw take half damage. If the robot is at least CR 7, this explosion subjects those affected to low radiation, which increases to medium radiation at CR 11, high radiation at CR 14, and severe radiation at CR 17.

Boosted Charge (1+ UP) The robot can make a full attack at the end of a charge twice per day. If two additional UP are spent, the robot may do this an unlimited number of times per day.

Booster Jets (1+ UP) As a swift action up to 10 times per hour, the robot can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute. For every additional UP spent, the maneuverability increases by one step. If a total of 5 UP is spent, the fly speed becomes permanent and increases to perfect maneuverability.

Burn (1+ UP) The robot gains burn (1d6) with its attacks of a certain type. For each additional UP spent, the robot can apply this burn to an additional attack or improve the burn of all its attacks by an additional 1d6.

Burst of Speed (1 UP) Once every 1d4 rounds, the robot can double one movement speed it possesses as a swift action for 1 round.

Camouflage (1+ UP) If the robot remains still for 1 round, it gains a +8 bonus on Stealth checks and is treated as having concealment until it moves out of its square; this does not stack with *invisibility* or similar effects. If an additional UP is spent (for a total of 2), the robot gains this bonus on Stealth constantly and has concealment from creatures more than 5 feet away. If an additional UP is spent (for a total of 3 UP), the robot can amplify this camouflage for up to 1 round per point of CR per day as a move action, using the duration in 1-round increments. While the camouflage is amplified, the robot is affected as if by the *invisibility* spell. If an additional UP is spent (for a total of 4 UP), there is no limit to the number of rounds per day this *invisibility* effect can operate. If an additional UP is spent (for a total of 5 UP), the *invisibility* is instead treated as *greater invisibility*.

Charge Weapon (2+ UP) Any metal melee weapon wielded by the robot (included natural attacks) becomes charged and deals +1d6 points of electricity or fire damage on a hit. If an additional UP is spent (for a total of 3 UP), the attack instead deals +1d10 damage on a critical hit. If an additional UP is spent (for a total of 4 UP).

Cling (1 UP) A combination of magnetic pads and electrostatic emitters in its feet allow the robot to climb and travel on vertical or horizontal surfaces without having to attempt Climb checks, even allowing it to traverse these surfaces while upside down. The robot must have a climb speed to select this upgrade.

Cling Hooks (1 UP) The robot has barbed hooks grafted into its arms and legs. The robot gains a +4 racial bonus on Climb checks and a +4 racial bonus on combat maneuvers to grapple opponents.

Combat Training (1 UP) The robot counts all of its Hit Dice as levels in fighter for the purpose of meeting prerequisites.

Combined Arms (2 UP): When taking a full attack action, the robot can attack with melee and ranged natural attacks and integrated weapons simultaneously.

Concealed Weaponry (1 UP) When not in use, each of the robot's weapons is folded inside the robot's body and hidden from sight. A creature unaware of the robot's hidden weapons must succeed at a Perception check (DC 15 + the robot's CR) to notice one. The robot can deploy any or all of its weapons as a swift action or as part of making an attack or full attack. As a swift action, the robot can retract any or all of its weapons.

Constrict (1 UP) The robot gains the constrict ability, dealing damage equal to one of its natural attacks on a successful grapple check.

Dazzler (1+ UP) As a standard action, the robot can target a single creature with a beam of strobing light that functions as a gaze attack with a range of 60 feet. A creature subject to this attack must succeed at a Fortitude save or be blinded for 2d4 rounds. Creatures that successfully save are dazzled for 1d4 rounds. Creatures with light blindness or light sensitivity take a –4 penalty on the saving throw. This is a light effect. If an additional UP is spent, the robot can use this ability as part of making an attack with a weapon that deals fire or electricity damage, affecting the target of that attack with the gaze attack if they are within range.

Deconstruction Cage (1+ UP) This upgrade works as the swallow whole ability, except the target is placed in a cage on the construct's body rather than completely swallowed. Each round, the cage deals damage equal to the damage of one of the robot's integrated weapons or natural attacks. All attacks that hit the cage deal only half damage to it, and attacks that hit it from the outside deal its occupant half the damage the

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cage takes. If the cage is damaged enough to allow a creature to escape, the robot cannot use the cage again for 24 hours, at which point it is repaired.

A creature can escape the cage by succeeding at a Knowledge (engineering) check to disable the door or a Strength check to break it open (DC 15 + the robot's Hit Dice). If an additional UP is spent, each time a creature takes damage from the deconstruction cage, the robot regains 1 hit point for every 4 the victim loses. This deconstruction targets gear inside the cage after a creature in the cage dies, dealing the gear 4 damage each minute, ignoring hardness, and restoring 1 hit point to the robot each time this damage occurs.

Deflector Shields (1+ UP) The robot gains a +1 deflection bonus to AC, plus an additional +1 deflection bonus for every point of UP spent.

Demolisher (1 UP) The robot's attacks ignore hardness of 20 or lower and treat any higher hardness values as if they were halved for the purpose of calculating damage.

Dense Structure (1+ UP) The robot gains 5 additional hit points plus 5 more additional hit points for every 5 points of CR it possesses. For each additional UP spent, the robot gains 5 more additional hit points plus 5 additional hit points for every 5 points of CR it possesses.

Efficient Grappler (1 UP) The robot takes only a –10 penalty on its combat maneuver check to make and maintain a grapple on a foe when using only a single limb rather than its whole body to grapple. It receives a +8 bonus on combat maneuver checks to start and maintain a grapple rather than the normal +4 bonus granted by the grab ability. The robot can make an attack with a single integrated weapon against one creature it is grappling as a swift action— when it attacks in this way, the robot has the threat range for critical hits increased by 2 with the weapon.

Electromagnetic Pulse (2+ UP) Once per day as a standard action, the robot can unleash an electromagnetic pulse in a 20-foot radius that bypasses any active force fields (or similar effects) and deals 1d6 points of electricity damage plus 1d6 per 2 points of CR to any robots or creatures with cybernetic implants. This effect does not harm the robot itself or other living creatures. Creatures affected by this attack that succeed at a Reflex save take only half the normal amount of damage. Any technological item within this radius is drained of 1d6 charges unless the item succeeds at a Reflex save. If 2 additional UP are spent, the robot can use this ability once every 1d4 rounds.

Energy Shielding (1+ UP) The robot gains energy resistance 10 to one type of energy which stacks with the robot's hardness or increases one of its energy resistances by 10. For every additional UP you put into this ability, the robot may gain resistance to a new type of energy or increase one instance of energy resistance by 10, such resistance becoming immunity to the energy type once 4 UP are invested in resistance to a single energy type.

Energy Weapon (1+ UP) One of the robot's natural attacks deals energy damage (fire, cold, or electricity, chosen at the time of taking this upgrade) rather than the normal damage type. Attacks with this weapon are made as melee touch attacks, but do not add the robot's strength modifier to damage. For every additional UP spent, the robot may apply this upgrade to a different type of weapon it possesses.

Eviscerator (1+ UP) The robot deals an additional 1d8 points of damage on its attacks against creatures it is grappling, plus an additional 1d8 for every additional UP spent.

Exsanguination Tubes (1 UP) The robot can drain blood from creatures it has grappled. If the robot establishes or maintains a pin, it bleeds the target, dealing 1 point of Constitution damage.

Extended Range (2 UP) The range of the robot's special senses (such as tremorsense and darkvision) are doubled.

False Flesh (1 UP) The synthetic flesh and hair of the robot gives it a +8 bonus on Disguise checks to appear to be a specific type of creature (but not to impersonate a specific creature). Closely inspecting the robot or touching its cold, synthetic skin automatically reveals its artificial nature.

Feat (1+ UP) The robot gains a single bonus feat which it meets the prerequisites for, plus an additional bonus feat for every UP spent beyond the first. The robot must meet the prerequisites for these bonus feats.

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Flexible Programming (2+ UP) A number of times per day equal to half the robot's CR, as an immediate action, the robot can gain the benefit of any combat feat for which it qualifies but does not have. Each feat remains in effect for 1 minute. The robot may not benefit from more than one feat at a time with this ability. For every additional UP spent, the robot may benefit from an additional feat at a time.

Force Field (3 UP) A force field sheathes the robot in a thin layer of shimmering energy that grants it a number of bonus hit points that varies according to the robot (typically 5 × the robot's CR). All damage dealt to the robot with an active force field is deducted from these hit points first. As long as the force field is active, the robot is immune to critical hits. A force field has an amount of fast healing equal to the robot's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Fortified (1+ UP) The robot increases its natural armor bonus by 2. For every additional UP spent, this natural armor bonus increases by an additional 2. The robot may spend 1 UP on this upgrade plus an additional UP for every 5 points of CR it possesses.

Gas Projector (2 UP) The robot can produce and release a dose of poisonous gas in a 20-foot cone as a standard action once every five rounds. The gas obscures vision as a fog cloud and lasts for a number of rounds equal to the robot's CR. The gas functions as an inhaled poison. It can have one of the following effects, chosen at the time of creation. All poisons have an onset of immediate and a frequency of one/round for a number of rounds equal to the robot's CR. They can be cured with a single successful Fortitude save.

- Creatures are put to sleep for 2d4 rounds (save negates).
- Creatures take 1d8 points of ability damage to one score chosen when this upgrade is added (save negates).
- Creatures are nauseated so long as they stay in the cloud and for one round after they leave (save negates).
- Creatures become blinded (save negates) and take 1d6 point of acid damage for every HD the robot has.

Grab (2+ UP) One type of the robot's natural attacks gains the grab property. For each additional UP spent, the robot may select an additional type of natural attack to apply the grab property to.

Improved Attack (1+ UP) All the robot's melee or ranged attacks do damage as though they were one size category larger, plus an additional size larger for every UP spent beyond the first. If an additional UP is spent, this benefit applies to both melee and ranged attacks.

Improved Hardness (1+ UP) The robot with this upgrade gains 5 hardness if it did not already have hardness. A second UP may be spent starting at CR 4 to increase the robot's hardness to 10 and a third UP may be spent starting at CR 17 to increase the robot's hardness to 15. This hardness does not cause energy damage against the robot to be halved but does reduce energy damage by the hardness value.

Infrasonic Field (1+ UP) The robot constantly emits powerful sound waves at a frequency below normal hearing. These vibrations can debilitate living beings within 30 feet. Such creatures must succeed at a Fortitude save or fall prone and be sickened for 1d4 rounds. The robot can suppress or resume this ability as a free action. This is a sonic effect. If an additional UP is spent, the target is nauseated rather than sickened.

Injection (2+ UP) The robot gains the ability to inject pharmaceuticals into an opponent with one of its natural or integrated weapons. When the robot makes a successful attack with its affected weapon, it can inject the target with pharmaceuticals. The robot contains nanites that fabricate

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the pharmaceuticals stored within its body. Up to 2 doses of these pharmaceuticals can be administered per day. The robot can choose to affect its target with one of three pharmaceuticals each time it uses this ability. For every additional UP spent, the robot can synthesize an additional pharmaceutical and can create 4 additional doses per day.

Integrated Weaponry (1+ UP) The robot has a technological weapon (such as a laser rifle) built into its body and treats such a weapon as a natural attack and not a manufactured weapon. The robot cannot make iterative attacks with these weapons. Integrated weaponry can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts) and can be harvested for use outside of the robot's body once the robot is destroyed. The robot is always proficient with its integrated weapon. Integrated ranged weapons do not provoke attacks of opportunity when fired in melee combat. For each additional UP spent, the robot gains an additional integrated weapon.

Interplanetary Flight (3 UP) The robot is equipped with the systems that allow it to travel between celestial bodies within a solar system. However, these systems cannot function while within a planet's atmosphere. Traveling between a planet and its satellites, or between satellites or other objects in orbit of the same planet, takes 1d6 hours. Traveling between planets takes at least 2d6 days and may take longer at GM discretion. The robot must have a fly speed to select this upgrade.

Overclocked Targeting (1 UP) When the robot suffers a critical hit, it does not become staggered or stunned as is normal for a robot, but it loses the ability to distinguish friend from foe. Upon taking a critical hit, the robot must attempt a DC 20 Fortitude save. On a success, for the following round it attacks a randomly determined target within 60 feet. On a failed save, it attacks random targets for the following 1d4+1 rounds.

Override (2+ UP) The upgraded robot can usurp control of an otherwise functional robot. In order to gain control of a robot, the upgraded robot must first make a ranged touch attack against a target robot within a range of 60 feet. If the attack is successful, the targeted robot must succeed at a Will saving throw to prevent the robot from linking to the target's command processor. On any subsequent turn after a link is established, the upgraded robot can issue a command to the targeted robot as a standard action. The targeted robot can attempt another Will save to resist following each command.

To command its target, the upgraded robot must be within 60 feet of the targeted robot (or within Remote Communication range, if both robots possess this upgrade) and must issue the command in a language the robot understands. The types of commands it can issue are similar to those allowed by a *suggestion* spell—once a command is successfully issued, the robot does its best to carry out the orders over the course of the next hour. If a third UP is spent, any robot affected by this ability also gains a +2 competence bonus on attack and weapon damage rolls for as long as it is commanded.

Plasma Lance (2 UP) As a standard action once every 3 rounds, the robot can fire a 120-foot-long line of plasma. All creatures in this area take 1d6 points of damage per point of CR of the robot +1d6 for every 4 points of CR the robot possesses (Reflex save for half). Half of this damage is fire and half is electricity.

Plasma Torch (1 UP) The robot gains a plasma torch which it may use in two ways. First, it can use the torch to make a ranged touch attack against a target within 15 feet, dealing 1d6 points of damage, half of which is fire and half of which is electricity. Alternatively, the robot can emit a 15-foot cone from its torch, dealing 1d4 points of damage per point of CR of the robot to all targets in the area of effect, half of which is fire and half of which is electricity (Reflex half). The robot's plasma torch requires 1 round to recharge between uses.

Powered Servomotors (1 UP) The robot gains a +15 bonus on Acrobatics checks attempted to perform a long jump or high jump. In addition, it is always considered to have a running start when jumping.

Process Languages (2 UP) Superior processing and exceptional data stores allow the robot to parse language in a way that enables it to speak and understand any spoken or written language it observes for a least 1 minute.

Pull (1 UP) The robot gains a pull (5 feet) special attack with one type of attack. The robot must have the grab property on one of its attacks before it can take this upgrade.

Radar Dish (3+ UP) The robot gains echosight or thermal sight out to 30 feet. This increases by an additional 10 feet for every additional UP spent.

Rapid Movement (1 UP) The robot's movement speed increases by 10 feet. For each additional UP spent, each time increasing the creature's movement speed by 10 feet.

Reach (1 UP) The robot gains +5 feet of reach with melee attacks.

Reactive Armor (2+ UP) The robot is covered in a special shell that reacts explosively to powerful strikes. Due to this covering, the robot gains light fortification (25% chance to negate critical hits and sneak attacks). When the armor negates a critical hit from a melee weapon, the attacker takes an amount of fire damage equal to half of the damage dealt to the robot. Attackers using reach or ranged weapons avoid this damage. For every additional UP spent, the fortification increases by 25%, to a maximum of 75% at 4 UP.

Redirect Power (4 UP): The robot can leech power from nearby batteries to recharge its own weapon or unleash the stolen electricity at its foes. The robot can activate this ability once every 1d4 rounds as a full-round action; when it does, each battery within 30 feet of the robot (excluding the one in its own weapons) loses 2d4 charges. The robot can redirect this power to recharge the battery in its integrated

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weapons with the same number of charges. Alternatively, the robot can amplify this power, releasing it in a weaponized arc of electricity, dealing 1d6 electricity damage per point of CR in a 40-foot cone (Reflex save half).

Remote Communication (1+ UP) Using radio signals, invisible lasers, or other means, the robot is capable of communicating with comm units and other robots that also have this upgrade instantaneously and without making any sound over long distances, as the telepathy special quality. This range is 300 feet and the signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. If an additional UP is spent on this upgrade, the range improves to 10 miles. If an additional UP is spent (for a total of 3), the range instead improves to planet-wide. If an additional UP is spent (for a total of 4), the range instead improves to system-wide. If 5 total UP are spent on this upgrade, there is no range limit and the signal can travel through any material.

Rend (1 UP) The robot gains the rend ability, which requires two attacks of the same type to hit an opponent and deals damage equal to the damage dice of the weapon plus 1.5x the robot's Strength modifier.

Repair Robot (1+ UP) As a standard action that does not provoke an attack of opportunity, the robot can repair damage done to either itself or an adjacent creature with the robot subtype, healing the target for 1d10 points of damage plus an additional 2d10 points of damage for each additional UP spent on this upgrade.

Resilient (1+ UP) The robot gains a +1 racial bonus on all saving throws. This improves by 1 for every additional UP spent on this upgrade.

Rocket Punch (2+ UP) The robot may fire off part of itself as a projectile as part of an attack, making an attack with one of its melee weapons at a range of up to 20 feet beyond its normal reach. This can be done once per round and does not increase the robot's threatened range. For every additional UP spent, the robot may use this ability an additional time per round and the range is increased by an additional 10 feet.

Rockets (2 UP) As a standard action, the robot can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 1d6 points of fire damage and 1d6 points of bludgeoning damage to all creatures in the area plus an additional 1d6 points of each type of damage for every 2 points of CR the robot has above 1 (Reflex halves). The robot carries a maximum number of rockets equal to half its CR. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process.

Self-Repair (2+ UP) The robot's nanites heal it of damage at the rate of a number of hit points per hour equal to its CR. Up to once per day, as a full-round action, the robot can heal any robot it touches for 1d6 points of damage for every point of CR the upgraded robot has. If the robot uses this ability on itself, it automatically heals the maximum amount. For every additional UP spent, the robot may use this upgrade an additional time per day.

Siege Mode (1 UP) As a move action, the robot can root itself in place, losing all movement speeds until it uproots itself as a move action (if the robot is in the air when it roots itself, it hovers in place, assuming a configuration where it cannot easily move). While in siege mode, the robot gains a +4 bonus on damage rolls and CMD and reduces all range penalties by 4.

Specialized Programming (1+ UP) The robot is programmed to perform specific duties. The robot always treats one skill as a class skill (chosen at the time this upgrade is selected) and gains a +4 racial bonus on skill checks using that skill. For each additional UP spent, the robot may select a different skill or increase the bonus of one skill by an additional +4.

Species Tradition (1 UP) The robot counts as both a construct and another creature type for any effect related to its type and subtype (such as for the bane weapon enhancement).

Stable (1 UP) The robot has an additional mechanical leg or other method of stability keeping it upright. The robot gains a +4 bonus to CMD against overrun and trip attempts and a +2 bonus on Acrobatics when moving on narrow surfaces or uneven ground. The robot is not considered flat-footed nor does it lose its Dexterity bonus to AC when using Acrobatics in this way.

Stun (2+ UP) The robot's melee attacks deliver a nonlethal jolt of electricity with each strike with a specific type of weapon. If the robot strikes a creature at least twice in one round with a melee attack affected by this upgrade, that target must succeed at a Fortitude save or be stunned for 1d4 rounds. For each additional UP spent, the robot may apply this upgrade to an additional type of weapon (strikes with multiple different types of affected weapons all count towards forcing the saving throw).

Superior Optics (1+ UP) The robot can see invisible creatures or objects as if they were visible. If an additional UP is spent, the robot suffers no miss chance if a target has concealment and reduces the miss chance from total concealment to 20%.

Supernatural Countermeasures (2 UP) The robot gains spell resistance equal to 11 + its CR.

Suppressing Fire (2 UP) As a standard action, the robot can use its integrated ranged weapons to attack all creatures in a cone whose length is equal to the weapon's first ranged increment. When it does so, it makes a single attack using its integrated weapon against every target in this area.

Trample (1+ UP) The robot gains the trample special attack, using the damage from one of its natural attacks as its trample damage dice. For every additional UP spent, the damage dice from trample increases as if the robot's natural attack were two sizes larger.

Tremorsense (2 UP) The robot gains tremorsense out to 30 feet.

Trip (2 UP) The robot gains the trip special ability with one of its attack types.

Tunneler (1 UP) The robot can use its burrow speed to move through solid rock or stone. This upgrade requires a burrow speed.

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Sample Robots

Annihilator[B5] CR 16

XP 76,800
N Gargantuan construct (robot)
Init +6; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; Perception +24

DEFENSE

AC 31, touch 9, flat-footed 28 (+2 Dex, +1 dodge, +22 natural, –4 size)
hp 170 (20d10+60 + 80 hp force field); fast healing 16
Fort +8, **Ref** +8, **Will** +7
Defensive Abilities hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft.; booster jets
Melee 2 claws +28 (2d6+12/19–20)
Ranged 2 integrated chain guns +19 touch (8d6/×4)
Space 20 ft.; **Reach** 20 ft.
Special Attacks combined arms, plasma lance (120 ft., 20d6 electricity and fire, DC 22), suppressing fire

STATISTICS

Str 34, **Dex** 15, **Con** —, **Int** 14, **Wis** 13, **Cha** 1
Base Atk +20; **CMB** +36; **CMD** 49 (57 vs. trip)
Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)
Skills Acrobatics +28 (+36 when jumping), Climb +20, Intimidate +15, Perception +24, Sense Motive +24; Racial Modifiers +8 Acrobatics (when jumping)
Languages Common, +2 additional
SQ robot upgrades (additional movement (1 UP), booster jets (1 UP), combined arms, energy shielding (10 UP), extended range 2, force field 3, fortified (1 UP), improved hardness (2 UP), integrated weaponry (2 UP), plasma lance, rapid movement (2 UP), suppressing fire, tremorsense, 32 UP total)

SPECIAL ABILITIES

Chain Guns (Ex) These advanced firearms have a range increment of 200 feet, automatically reload, and never misfire. An annihilator's core can process scrap metal into new ammunition, effectively giving the annihilator infinite ammunition with these weapons.

Arachnid Robot[NLFS] CR 1/2

XP 200
N Small construct (robot)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 15 (1d10+10)
Fort +0, **Ref** +1, **Will** +1
Immune construct traits; **Resist** fire 5
Weaknesses fragile, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft.
Melee 2 claws +3 (1d3–1)
Ranged plasma torch +3 (1d6 electricity and fire)
Special Attacks explode, plasma torch (15 feet, 1d4 electricity and fire, DC 10)

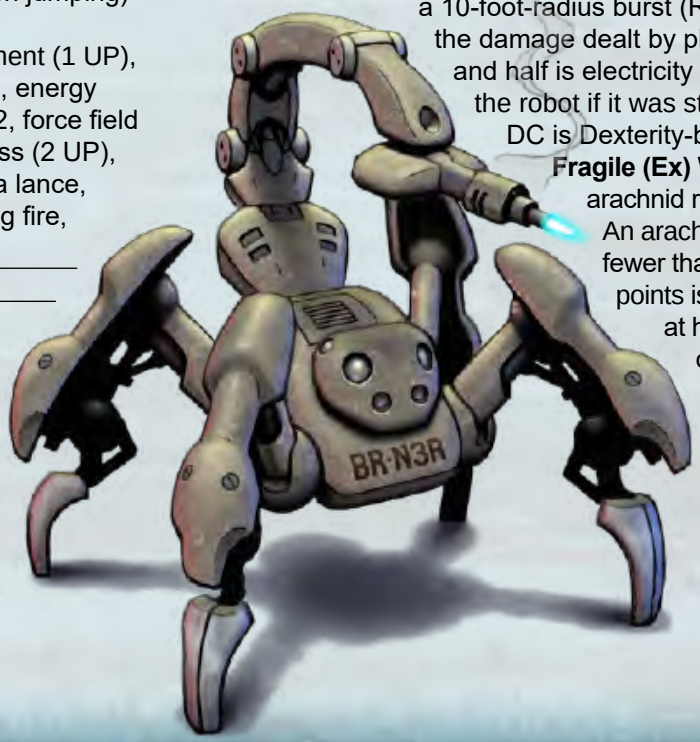
STATISTICS

Str 9, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 1
Base Atk +1; **CMB** –1; **CMD** 10 (18 vs. trip)
Feats Weapon Finesse
Skills Climb +7, Disable Device +10, Perception +5, Stealth +10; Racial Modifiers +5 Disable Device, +5 Stealth
Languages Common, +1 additional
SQ robot upgrades (plasma torch, 1 UP total)

SPECIAL ABILITIES

Explode (Ex) If an arachnid robot is destroyed or takes damage while below half its maximum hit points, it must attempt a Fortitude saving throw with a DC equal to the amount of damage taken. If it fails, the robot explodes, dealing 2d4 points of plasma damage to all targets in a 10-foot-radius burst (Reflex DC 10 half). Half the damage dealt by plasma is fire damage, and half is electricity damage. This destroys the robot if it was still animated. The save DC is Dexterity-based.

Fragile (Ex) When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum hit points is staggered and moves at half speed. Further damage may cause the robot to explode.



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Collector Robot[AP85] CR 3

XP 800
N Medium construct (robot)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 31 (2d10+20)
Fort +0, **Ref** +6, **Will** +2
Defensive Abilities all-around vision, hardness 10, reactive gyros; Immune construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)
Melee 2 slams +5 (1d4+3 plus grab)
Ranged integrated stun gun +5 touch (1d8 nonlethal)
Special Attacks integrated tracking

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 1
Base Atk +2; **CMB** +5; **CMD** 18
Feats Improved Initiative
Skills Fly +11, Perception +8, Stealth +5, Survival +4 (+8 to follow or identify tracks); **Racial Modifiers** +4 Perception, +4 Survival to follow or identify tracks
Languages Common, +1 additional
SQ adaptive tracker, robot upgrades (additional attack (1 UP), all-around vision, improved hardness (2 UP), integrated weaponry, specialize programming (1 UP), 6 UP total)

SPECIAL ABILITIES

Adaptive Tracker (Ex) As a full-round action, a collector robot can adapt itself to any environment in which it travels, granting it a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in that kind of terrain. In addition, it gains a +4 racial bonus on Survival checks made to follow or identify tracks.

Integrated Tracking (Ex) A collector robot has integrated systems that allow it to tag and track creatures. As a full-round action, a collector robot can implant a tracker chipTG into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the collector robot's chipfinder can detect the presence of the implanted tracker chip within 1 mile. It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. A tracker chip can be removed with a sharp tool. Doing so deals 1 point of damage. Once an implanted tracker chip is removed from the body (or remains in a body after it dies) it retains enough energy to continue to be detected by the collector robot's sensors for 1 week.

Reactive Gyros (Ex) The rotors that grant a collector robot flight also provide quick reactions to threats and external stimuli, granting it a +3 racial bonus on Reflex saves.

Director Robot[AP90] CR 10

XP 9,600
N Large construct (robot)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

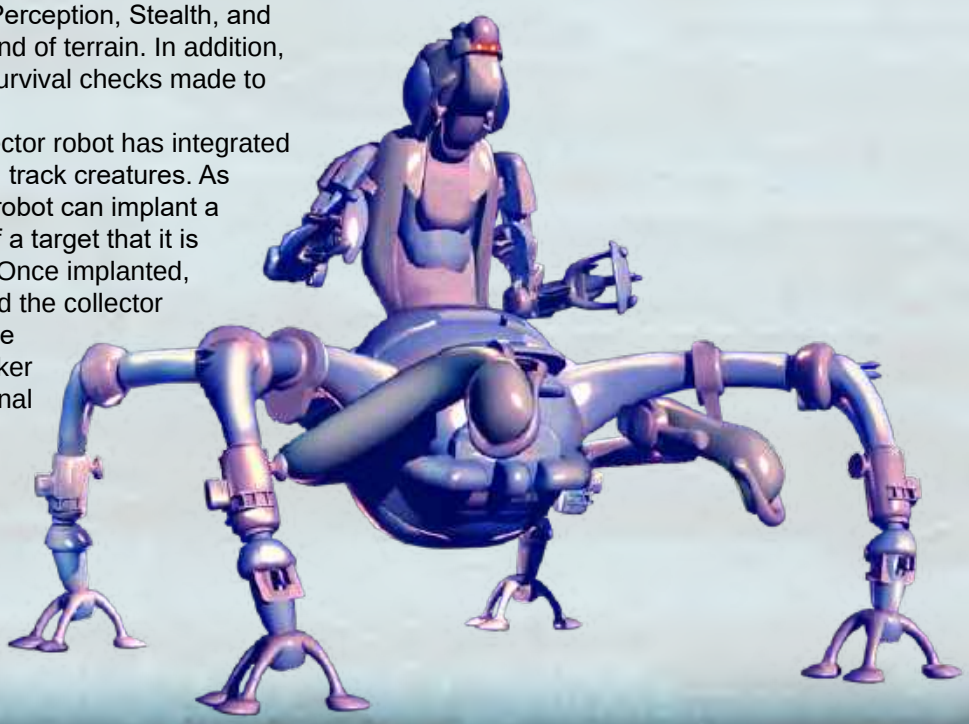
AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, –1 size)
hp 121 (14d10+44)
Fort +7, **Ref** +10, **Will** +9
Defensive Abilities all-around vision, hardness 10; **Immune** construct traits; **Resist** cold 10, fire 10
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., climb 30 ft.
Melee 2 tentacles +19 (1d10+6), 2 slams +19 (1d8+6)
Ranged integrated laser rifle +16 touch (2d6 fire)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Special Attacks electromagnetic pulse (1/day, 6d6, DC 20), grasping tentacles, override (DC 20)

STATISTICS

Str 22, **Dex** 17, **Con** —, **Int** 16, **Wis** 15, **Cha** 1
Base Atk +14; **CMB** +21; **CMD** 35 (39 vs. trip)
Feats Dodge, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Toughness



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Skills Acrobatics +10 (+14 when jumping), Climb +15, Craft (mechanical) +15, Disable Device +15, Knowledge (engineering) +15, Perception +15, Sense Motive +15
Languages Common, +2 additional
SQ robot upgrades (additional attack (2 UP), additional movement (1 UP), all-around vision, cling, electromagnetic pulse (2 UP), energy shielding (2 UP), improved hardness (2 UP), integrated weaponry (1 UP), override (3 UP), rapid movement (1 UP), repair robot (1 UP), resilient (3 UP), 20 UP total)

SPECIAL ABILITIES

Grasping Tentacles (Ex) A director robot's tentacles are primary natural attacks.

Evaluator Robot[AP90] CR 12

XP 19,200
N Medium construct (robot)
Init +9; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +18

DEFENSE

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)
hp 108 (16d10+20 + 60 hp force field; fast healing 12
Fort +5, **Ref** +10, **Will** +10
Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 50 ft., fly 120 ft. (perfect)
Melee bastard sword +22/+17/+12/+7 (1d10+6/19–20 plus stun) or 2 slams +22 (1d4+6 plus stun)
Ranged integrated laser rifle +21 touch (4d6 fire)
Special Attacks memory wipe, stun (DC 19, 1d4 rounds)

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** 12, **Wis** 17, **Cha** 1
Base Atk +16; **CMB** +22; **CMD** 37
Feats Blind-Fight, Cleave, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Skill Focus (Sense Motive), Vital Strike
Skills Fly +17, Knowledge (local) +12, Perception +18, Sense Motive +25, Stealth +10
Languages Common; process languages
SQ robot upgrades (booster jets (5 UP), force field 3, improved hardness (2 UP), integrated weaponry (1 UP), process languages (2 UP), rapid movement (7 UP), stun (3 UP), superior optics (1 UP), 24 UP total)

SPECIAL ABILITIES

Memory Wipe (Ex) As a standard action, an evaluator robot can make a touch attack that, if it hits, injects nanites into a target and erases the last 12 hours of its memories. A successful DC 19 Will save negates this effect. This is a mind-affecting effect, and the save DC is Intelligence-based.

Gearsman[B5] CR 4

XP 1,200
N Medium construct (robot)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 42 (4d10+20)
Fort +1, **Ref** +2, **Will** +2
Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.
Melee slam +9 (1d4+7) or masterwork spear +10 (1d8+5/×3 plus 1d6 electricity)
Ranged masterwork spear +6 (1d8+6/×3)
Special Attacks charge weapon, self-repair 1/day (4d6)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1
Base Atk +4; **CMB** +9; **CMD** 20
Feats Combat Reflexes, Power Attack
Skills Craft (any one) +8, Disable Device +8, Perception +8, Profession (any one) +7, Sense Motive +8
Languages Common
SQ robot upgrades (adaptive learning (2 UP), charge weapon (2 UP), improved hardness (2 UP), self-repair (2 UP), 8 UP total)

William Kwan (Order #51350870)

Juggernaut Robot[AP89] CR 15

XP 51,200
N Gargantuan construct (robot)
Init +0; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +24

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, –4 size)
hp 170 (20d10+60 + 75 hp force field); fast healing 15
Fort +6, **Ref** +6, **Will** +7
Defensive Abilities hardness 10; **Immune** construct traits; **Resist** cold 20, electricity 20, fire 20
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 50 ft.
Melee 2 slams +29 (2d6+13/19–20 plus 1d6 electricity)
Ranged atomizer +16 touch (15d6) (DC 21) or 2 integrated heavy laser rifles +16 touch (4d10 fire)
Space 20 ft.; **Reach** 20 ft.
Special Attacks atomizer, combined arms, electromagnetic pulse (1/day, 8d6, DC 21), trample (6d6+19, DC 33)

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** 12, **Wis** 13, **Cha** 1
Base Atk +20; **CMB** +37 (+41 bull rush, +39 sunder); **CMD** 47 (49 vs. bull rush, 49 vs. sunder)
Feats Awesome Blow, Deadly Aim, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Point-Blank Shot, Power Attack, Precise Shot, Stunning Assault[APG]
Skills Climb +17, Disable Device +13, Knowledge (engineering) +24, Perception +24, Sense Motive +13
Languages Common, +1 additional
SQ robot upgrades (atomizer 3, charge weapon (3 UP), combined arms, electromagnetic pulse (2 UP), energy shielding (6 UP), force field 3, integrated weaponry (2 UP), improved hardness (2 UP), rapid movement (1 UP), superior optics (2 UP), trample (4 UP), 30 UP total)

Mannequin Robot[NLFS] CR 2

XP 600
N Medium construct (robot)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 31 (2d10+20)
Fort +0, **Ref** +1, **Will** +0
Immune construct traits; Resist electricity 5, fire 5
Weaknesses vulnerable to critical hits, vulnerability to electricity

OFFENSE

Speed 30 ft.
Melee 2 slams +4 (1d4+2)

STATISTICS

Str 15, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +4; **CMD** 15
Feats Alertness
Skills Disguise +4 (+12 to appear human), Knowledge (local) +4, Perception +6, Sense Motive +6; Racial Modifiers +8 Disguise
Languages Common, +1 additional
SQ robot upgrades (additional attack, false flesh, specialized programming (2 UP), 4 UP total)

Myrmidon[B5] CR 11

XP 12,800
N Large construct (robot)
Init +6; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +20

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)
hp 112 (15d10+30 + 55 hp force field); fast healing 11
Fort +10, **Ref** +12, **Will** +10
Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)
Melee 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19–20)

William Kwan (Order #51350870)

Ranged integrated laser rifle +16 touch (2d10 fire)
Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)
Special Attacks combined arms, constrict (1d6+8), rockets (6d6 fire, 6d6 bludgeoning, DC 17)

STATISTICS

Str 27, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 1
Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 36 (cannot be tripped)
Feats Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Point-Blank Shot, Precise Shot
Skills Fly +26, Knowledge (engineering) +19, Perception +20
Languages Common, +1 additional
SQ robot upgrades (booster jets (5 UP), combined arms, force field, improved hardness (2 UP), integrated weaponry, rapid movement (3 UP), resilient (3 UP), rockets, superior optics (1 UP), 22 UP total)

SPECIAL ABILITIES

Quantum Lash (Ex) A myrmidon's two facial tentacles lash out with surprising force and are capable of extending up to a reach of 20 feet. These lashes are primary attacks that deal force damage on a successful hit. They resolve as touch attacks, but the damage dealt is not modified by Strength, nor can it be improved via Power Attack. A quantum lash threatens a critical hit on a 19–20. A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a wall of force, the myrmidon attempts a special check as if it were casting *dispel magic* against the effect (CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated. The save DC is Intelligence-based.

Observer Robot[AP86] CR 2

XP 600
N Tiny construct (robot)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)
hp 16 (3d10)
Fort +1, **Ref** +5, **Will** +4
Defensive Abilities all-around vision, hardness 5; Immune construct traits
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)
Melee 2 claws +6 (1d2+1), integrated laser torch +6 touch (1d10)
Ranged integrated stun gun +7 touch (1d8 plus nonlethal)
Space 2 1/2 ft.; Reach 0 ft. (5 ft. with integrated laser torch)

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** 10, **Wis** 17, **Cha** 1
Base Atk +3; **CMB** +3; **CMD** 14 (22 vs. trip)
Feats Alertness, Lightning Reflexes
Skills Fly +14, Perception +15, Sense Motive +5, Stealth +11, Survival +5; **Racial Modifiers** +4 Perception
Languages Common
SQ robot upgrades (all-around vision, camouflage (2 UP), improved hardness (1 UP), integrated weaponry (2 UP), 6 UP total (2 bonus UP)), transmit senses

SPECIAL ABILITIES

Transmit Senses (Ex) An observer robot is outfitted with a number of sensors, cameras, and microphones that allow it to record events and transmit them to another location. An observer robot can record up to 12 hours of audio and video. An observer robot's communications can be keyed to a commset[TG] or another similar device, and it can broadcast everything it can see or hear to this device as long as it is within 1 mile. The signal strength can be enhanced with a signal booster[TG]. An observer robot can also transmit its senses to another observer robot. A signal has difficulty penetrating solid barriers. A signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter.

Force fields do not block signals. Broadcasting functions like a scrying sensor, allowing the viewer to hear and see what the observer robot is experiencing. The viewer gains the benefits of any nonmagical special abilities the observer robot has tied to its senses (such as low-light vision), but the viewer uses her own Perception skill. This ability does not allow magically or supernaturally enhanced senses to work through it, even if both the observer robot and the viewer possess them.

William Kwan (Order #51350870)

Observer Robot Swarm[AP86] CR 10

XP 9,600
N Tiny construct (robot, swarm)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 23, touch 17, flat-footed 18 (+4 Dex, +1 dodge, +6 natural, +2 size)
hp 117 (18d10+18)
Fort +6, **Ref** +12, **Will** +12
Defensive Abilities all-around vision, hardness 10, swarm traits; **Immune** construct traits
Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)
Melee swarm (4d6 plus distraction and 2d6 fire)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 19)

STATISTICS

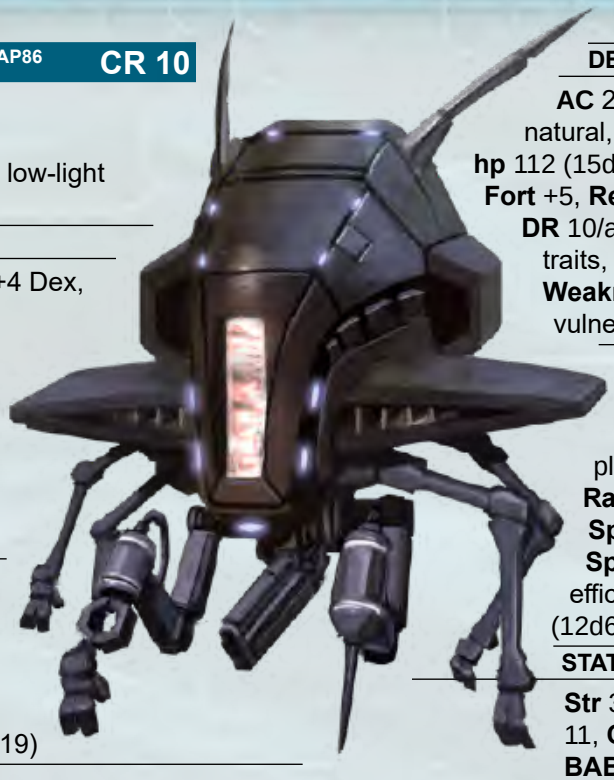
Str 12, **Dex** 19, **Con** —, **Int** 11, **Wis** 18, **Cha** 3
Base Atk +18; **CMB** —; **CMD** —
Feats Alertness, Dodge, Following Step[APG], Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Step Up, Toughness
Skills Fly +20, Perception +30, Sense Motive +10, Stealth +20, Survival +9; Racial Modifiers +4 Perception
Languages Common, +1 additional
SQ robot upgrades (all-around vision, camouflage (2 UP), charge weapon (4 UP), booster jets (5 UP), fortified (3 UP), improved hardness (2 UP), specialized programming (1 UP), rapid movement (2 UP), 20 UP total), transmit senses

SPECIAL ABILITIES

Camouflage (Ex) An observer robot's outer shell contains color-shifting screens that allow the creature to blend into the background. Though not truly invisible, they are hard to pinpoint. While using this ability, an observer robot gains a +8 racial bonus on Stealth checks and has concealment from creatures more than 5 feet away.
Transmit Senses (Ex) Though observer robot swarms still maintain the ability to transmit their senses to a receiver like a normal observer robot, these rogue robots rarely do so.

Psion-Killer[UP] CR 12

XP 19,200
N Large construct (robot)
Init +0; **Senses** darkvision 60 ft., low-light vision, superior optics, tremorsense 60 ft.; Perception +18
Aura infrasonic field (30 ft., DC 17, nauseated for 1d4 rounds and prone)



DEFENSE

AC 28, touch 9, flat-footed 28 (+19 natural, –1 size)
hp 112 (15d10+30)
Fort +5, **Ref** +5, **Will** +5
DR 10/adamantine; **Immune** construct traits, immunity to psionics
Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)
Melee 2 slams +24 (2d10+10 plus grab)
Ranged atomizer +14 (12d6) (DC 19)
Space 10 ft.; Reach 10 ft.
Special Attacks dispel psionics, efficient grappler, self-repair 2/day (12d6)

STATISTICS

Str 31, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 1
BAB +15; **CMB** +26 (+30 grapple); **CMD** 36
Feats Awesome Blow, Ability Focus (atomizer), Critical Focus, Greater Bull Rush, Improved Bull Rush, Power Attack, Rebuffing Reduction[UC], Staggering Critical
Skills Perception +18, Sense Motive +15
Languages Common
SQ robot upgrades (atomizer, booster jets (5 UP), burst of speed, efficient grappler, extended range, grab (2 UP), infrasonic field (2 UP), remote communication (2 UP), self-repair (3 UP), superior optics (1 UP), tremorsense, 24 UP total)

SPECIAL ABILITIES

Dispel Psionics (Su) As a free action once per round, the psion-killer can use an area effect *dispel psionics*[UP] with a 30-feet radius. Its effective manifester level for the dispel check is 10.
Immunity to Psionics (Ex) A psion-killer is immune to any psionic effects that are subject to power resistance.

Reclamation Robot[AP88] CR 12

XP 19,200
N Large construct (robot)
Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, –1 size)
hp 118 (16d10+30 + 60 hp force field); fast healing 12
Fort +7, **Ref** +12, **Will** +7
Defensive Abilities hardness 10; **Immune** construct traits; **Resist** cold 15, fire 15
Weaknesses vulnerable to critical hits and electricity

William Kwan (Order #51350870)

OFFENSE

Speed 30 ft., climb 20 ft.
Melee 5 claws +21 (1d6+6/19–20 plus grab)
Ranged integrated laser rifle +22 touch (2d6 fire)
Space 10 ft.; **Reach** 15 ft.
Special Attacks combined arms, constrict (1d6+6), efficient grappler

STATISTICS

Str 22, **Dex** 25, **Con** —, **Int** 14, **Wis** 15, **Cha** 1
Base Atk +16; **CMB** +23 (+31 grapple, +27 sunder); **CMD** 40 (48 vs. grapple, 42 vs. sunder, 44 vs. trip)
Feats Blinding Critical, Critical Focus, Great Fortitude, Greater Sunder, Improved Critical (claws), Improved Initiative, Improved Sunder, Power Attack, Technologist[APC]
Skills Climb +34, Disable Device +23, Knowledge (engineering) +22, Perception +18; Racial Modifiers +4 Climb, +4 Knowledge (engineering)
Languages Common, +2 additional
SQ item creation, salvage, robot upgrades (additional attack (4 UP), additional movement (1 UP), burst of speed, combined arms, efficient grappler 1, energy shielding (2 UP), force field, grab, improved hardness (2 UP), integrated weaponry (1 UP), rapid movement (1 UP), reach 1, specialized programming (2 UP), stable, 24 UP total)

SPECIAL ABILITIES

Efficient Grappler (Ex) A reclamation robot can make an attack with its integrated laser rifle against one creature it is grappling as a swift action—when it attacks in this way, the robot has a threat range of 18–20 for critical hits with the laser rifle.

Item Creation (Ex) Reclamation robots are known for their startling creativity in repairing damaged technology. A reclamation robot ignores all item creation feat requirements for creating a technological item but must have access to a sufficient amount of scrap metal and spare parts in order to create or repair an item (the robot must still expend materials equal to the item's cost).

A reclamation robot can attempt a Knowledge (engineering) check to restore a timeworn technological item to full functionality—the DC of this check is equal to the item's Craft DC plus 5 and requires an expenditure of technological components worth a total amount of money equal to the timeworn item's cost (half the cost of the object in its pristine condition). Failure results in the destruction of the item. When a reclamation robot restores a technological item to full functionality in this manner, if the robot exceeds its DC by a result of 10 or more, it improves the item in some way—choose one of the following improvements or determine one randomly.

- The item's capacity permanently increases by 50%.
- If the item is a weapon or armor, it becomes masterwork.
- The item becomes hardened (increase its hardness by 2).
- The item becomes fortified (increase its hit points by 50%).
- The item becomes lightweight (weight is divided in half).

Salvage (Ex) A reclamation robot is designed specifically to salvage technology for further use. All Craft skills are class skills for reclamation robots, and they gain a +4 racial bonus on Knowledge (engineering) checks and gain Technologist as a bonus feat. A reclamation robot can repair 2d6 points of damage to a robot within reach (including itself) as a standard action.

Scrapyard Robot[NLFS] CR 3

XP 800
N Medium construct (robot)
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)
hp 42 (4d10+20)
Fort +1, **Ref** +0, **Will** +1
Defensive Abilities hardness 5; Immune construct traits
Weaknesses fall to pieces, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee slam +7 (1d4+4) or rotary saw +8 (2d4+4/×3)
Special Attacks auto-destruct core (3d10, DC 9)

William Kwan (Order #51350870)

STATISTICS

Str 17, **Dex** 8, **Con** —, **Int** 5, **Wis** 10, **Cha** 1
Base Atk +4; **CMB** +7; **CMD** 16 (20 vs. trip and overrun)
Feats Power Attack, Weapon Focus (rotary saw)
Skills Knowledge (engineering) +2, Perception +5
Languages Common, +1 additional
SQ robot upgrades (additional attack (1 UP), auto-destruct core, fortified (2 UP), improved hardness (1 UP), stable, 6 UP total), scrap repair, staggered

SPECIAL ABILITIES

Fall to Pieces (Ex) Attacks and effects that deal more than 25% of a scrapyard robot's maximum hit points in damage (10 hit points for a standard scrapyard robot) impair one of the robot's components. Determine which subsystem randomly by rolling 1d6. If the subsystem has already been impaired, there is no further effect.

- *CPU*: The robot is confused for 1 minute.
- *Fractured Plating*: Reduce the robot's natural armor bonus by 3.
- *Power Core*: Attacks against the robot with natural weapons, unarmed strikes, or metal weapons deal 1d6 points of electricity damage to the attacker, and the robot's slam attack deals an additional 1d6 points of electricity damage. The robot shuts down from power loss in 1d4+1 rounds.
- *Rotary Saw*: The robot loses its rotary saw attack.
- *Servos*: The robot's speed is reduced to 15 feet and its CMD against trip combat maneuvers is reduced by 8.
- *Sensors*: The robot is blinded.

Scrap Repair (Ex) A scrapyard robot can use the inactive bodies of other robots to repair damage to itself. Doing so restores 10 hit points and removes one condition imparted by its fall to pieces ability per 8-hour period of uninterrupted work. Eight hours of repair expends all salvageable parts from 1 Medium robot. For each size category a scrapped robot is above Medium, the scrapyard robot can perform another 8 hours of repairs using that robot's parts. For each size category smaller than Medium scrapped robots are, the scrapyard robot requires twice as many robots to complete 8 hours of work.

Staggered (Ex) The poor construction of a scrapyard robot allows it to take only a single move or standard action each round. In effect, it always has the staggered condition. A scrapyard robot can move up to its speed and attack in the same round as a charge action.

SURGEON ROBOT[AP89] CR 14

XP 38,400
N Medium construct (robot)
Init +11; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 20 (+7 Dex, +10 natural)
hp 119 (18d10+20 + 70 hp force field); fast healing 14
Fort +6, **Ref** +13, **Will** +7
Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee 2 claws +25 (1d6+6 plus grab), 4 scalpels +25 (1d6+6/19–20), integrated needle +25 (1d4+6/19–20 plus injection)
Ranged integrated surgical laser +25 touch (1d6 fire/19–20)
Special Attacks constrict (1d6+9), sneak attack +3d6, injection

STATISTICS

Str 22, **Dex** 25, **Con** —, **Int** 14, **Wis** 13, **Cha** 1
Base Atk +18; **CMB** +24; **CMD** 41 (45 vs. trip)
Feats Bleeding Critical, Blinding Critical, Critical Focus, Improved Critical (integrated surgical laser), Improved Critical (scalpel), Improved Critical (syringe), Improved Initiative, Power Attack, Weapon Finesse
Skills Disable Device +11, Heal +27, Knowledge (engineering) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +22, Sense Motive +9; **Racial Modifiers** +8 Heal
Languages Common, +2 additional
SQ master surgeon, robot upgrades (additional attack (4 UP), additional movement (4 UP), fortified (1 UP), force field, grab, improved hardness (2 UP), injection (4 UP, 10/day, cardioamp, cureall, hemochem (grade III), torpinal, or zortaphen), integrated weaponry (2 UP), rapid movement (3 UP), specialized programming (2 UP), superior optics (1 UP), 28 UP total)

William Kwan (Order #51350870)

SPECIAL ABILITIES

Master Surgeon (Ex) Programmed to execute advanced medical procedures, a surgeon robot can perform surgeries and other procedures that heal humanoid creatures of all manner of maladies. A surgeon robot can heal wounds, set broken bones, cure diseases, treat burns, remove poison, and even install cybertech items. These procedures take varying amounts of time for the surgeon robot to complete and require different Heal check DCs.

The DCs for these surgical procedures increase by 10 when they are performed on a non-humanoid creature. These procedures leave the patient with the exhausted condition. If the surgeon robot fails any of its Heal checks, the surgery fails and the patient takes 1d4 points of Constitution damage and is exhausted for 24 hours. The procedures a surgeon robot can perform are as follows:

- **Cure Blindness/Deafness** (DC 35): The patient's sight or hearing is restored. *Required Time*: 30 minutes.
- **Install Cybertech** (DC = 5 + the cybertech install DC): Cybernetic equipment is installed safely. *Required Time*: 20 minutes per point of implantation of the cybertech being installed.
- **Minor Surgery** (DC 25): The patient is healed of 1d8+1 points of damage. *Required Time*: 5 minutes.
- **Moderate Surgery** (DC 30): The patient is healed of 2d8+3 points of damage and 1d4+1 points of ability damage to a selected ability score. *Required Time*: 10 minutes.
- **Major Surgery** (DC 35): The patient is healed of 3d8+5 points of damage and is cured of blindness and deafness. *Required Time*: 15 minutes.
- **Critical Surgery** (DC 40): The patient is healed of 4d8+7 points of damage and either all ability damage to all ability scores or all ability drain to one ability score. *Required Time*: 30 minutes.
- **Treat Toxin** (DC = 10 + the save DC of disease or poison): One disease or poison currently afflicting the patient is removed. *Required Time*: 10 minutes.

Terraformer Robot[B5] CR 7

XP 3,200

N Large construct (robot)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

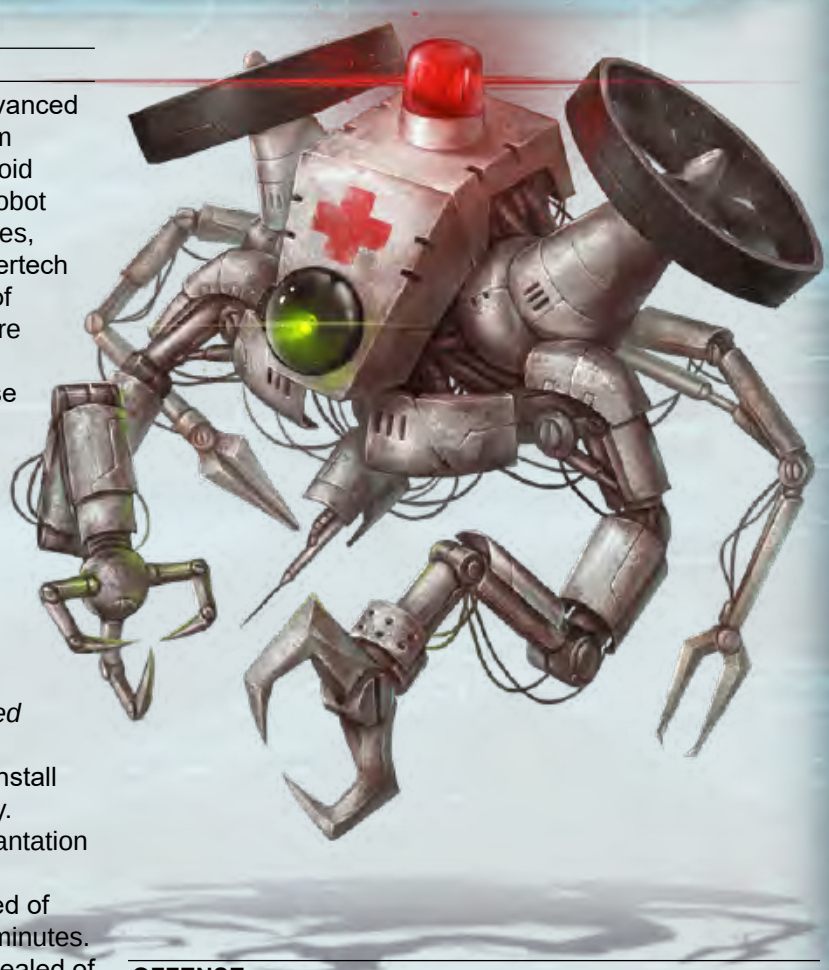
DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 85 (10d10+30)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities hardness 10; **Immune** construct traits; **Resist** acid 5, cold 5, fire 15 **Weaknesses** vulnerable to critical hits, vulnerable to electricity



OFFENSE

Speed 30 ft., burrow 20 ft., climb 20 ft., fly 10 ft. (clumsy), swim 20 ft.

Melee integrated drill +15 (1d6+5), slam +14 (1d6+5 plus grab), integrated laser torch +14 touch (1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds)

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** 15, **Wis** 11, **Cha** 5

Base Atk +10; **CMB** +16; **CMD** 29

Feats Acrobatic Steps, Great Fortitude, Improved Great Fortitude, Nimble Moves, Weapon Focus (drill)

Skills Acrobatics +6, Climb +13, Fly +3, Knowledge (engineering) +19, Knowledge (nature) +19, Perception +13, Swim +13; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common, +2 languages

SQ reprogram terrain, robot upgrades (additional movement (3 UP), energy shielding (1 UP), improved hardness (2 UP), integrated weaponry (2 UP), rapid movement (4 UP), specialized programming (2 UP), 14 UP total), technological wonders, terraform

SPECIAL ABILITIES

Poison (Ex) Breath weapon—inhaled; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

William Kwan (Order #51350870)

Reprogram Terrain (Ex) Three times per day as an action that takes 1 round, a terraformer can release a cloud of nanites that mimics the effects of one of the following spells, using the terraformer's Hit Dice as the caster level: expeditious excavation, soften earth and stone, or stone shape.

Terraform (Ex) Ten terraformers working in tandem can create remarkable effects over long periods of time, causing permanent changes to the local environment. The robots must maintain line of effect to each other, and each must be within 1 mile of one other terraformer. If they do this for a period of at least 2 weeks, one of the following effects (robots' choice) occurs in a 1-mile radius: the terrain is shaped as per move earth; water in the area is altered as per control water; plants in the area are affected as per either plant growth or diminish plants; or the average temperature in the area is raised or lowered by 10° Fahrenheit.

Technological Wonders (Ex) Effects from a terraformer's abilities are non-magical in nature, and cannot be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.

Thought Harvester[AP87] CR 10

XP 9,600

N Medium construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 20 (+2 Dex, +1 dodge, +10 natural)

hp 91 (13d10+20 + 50 hp force field); fast healing 10

Fort +4, **Ref** +6, **Will** +8

Defensive Abilities hardness 10; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee claw +19 (1d6+6 plus grab), 2 integrated nanite injectors +19 (1d4+6 plus harvest thoughts)

Ranged integrated sonic rifle +15 touch (3d6 sonic)

Special Attacks constrict (1d6+9), harvest thoughts, integrated nanite injectors, integrated sonic rifle

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** 12, **Wis** 15, **Cha** 1

Base Atk +13; **CMB** +19; **CMD** 32 (36 vs. trip)

Feats Alertness, Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Power Attack

Skills Knowledge (local) +10, Perception +19, Sense Motive +19, Stealth +6

Languages Common, Synthic

SQ robot upgrades (combined arms, energy shielding (3 UP), force field, fortified (3 UP), grab, improved attack (1 UP), improved hardness (2 UP), integrated weaponry x3 (4 UP), superior arcforged armor, stable, 20 UP total)

SPECIAL ABILITIES

Harvest Thoughts (Ex) A thought harvester that hits a living creature with one of its integrated nanite injectors can selectively duplicate certain memories the target possesses. Each time the harvester uses this ability, it can copy one significant event (such as the events of a combat or a birthday party), or it can sift through the victim's memories as part of an interrogation that allows it to effectively ask and receive truthful answers to six questions.

A successful DC 17 Will save negates the effects of this ability; mindless creatures or creatures with an Intelligence score of 1 are immune to it. Each time a creature's memories are copied through the use of this ability, it must succeed at a DC 17 Fortitude save or take 1d4 points of Intelligence drain. A creature's Intelligence score cannot be drained below 1 in this way.

Integrated Nanite Injectors (Ex) A thought harvester is outfitted with two nanite injectors. These modified syringes are mounted on the end of animated, flexible tubes that feed into the robot's crystal spheres and allow it to use its harvest thoughts ability. These injectors are treated as piercing weapons that deal 1d4 points of damage but cannot be salvaged to be used on their own.

Integrated Sonic Rifle (Ex) A thought harvester has a built-in sonic rifle slung beneath its head. This weapon has a range of 150 feet and deals 3d6 points of sonic damage. The weapon can fire once per round and does so in a burst of shots that attacks all creatures in a line. This line starts from any corner of the robot's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate.

The robot must make a separate attack roll against each creature in the line, and each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a –2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment (such as fog or smoke) or the spells *blur*, *invisibility*, or *mirror image* do not affect this weapon's attack. Roll to confirm each attack roll that threatens a critical hit separately.

Torturer Robot[NLFS] CR 8

XP 4,800

N Small construct (robot)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 Dex, +1 dodge, +6 natural, +1 size)

hp 65 (10d10+10 + 40 hp force field); fast healing 8

Fort +3, **Ref** +8, **Will** +5

Defensive Abilities all-around vision, hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

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OFFENSE

Speed fly 60 ft. (perfect)
Melee 4 rotating blades +16 (1d4+5/18–20)
Ranged 4 surgical lasers +16 touch (1d8/19–20 plus fire)
Special Attacks agile, interrogate, nanosurgeon

STATISTICS

Str 8, **Dex** 21, **Con** —, **Int** 10, **Wis** 15, **Cha** 1
Base Atk +10; **CMB** +8; **CMD** 24 (cannot be tripped)
Feats Alertness, Dodge, Mobility, Vital Strike, Weapon Finesse
Skills Fly +15, Heal +17, Perception +19, Sense Motive +19; Racial Modifiers +15 Heal Languages Common
SQ robot upgrades (additional attack (4 UP), agile, all-around vision, booster jets (5 UP), force field, improved hardness (2 UP), 16 UP total)

SPECIAL ABILITIES

Interrogate (Ex) As a standard action, the torturer robot can attempt a Heal check to deal 1d4 points of damage to an ability of its choice possessed by an adjacent, helpless target. A successful Fortitude saving throw with a DC equal to the robot's Heal check result negates this damage.
Nanosurgeon (Ex) As a standard action, a torturer robot can inject purpose-programmed nanites into a target as a melee touch attack. The nanites produce one of the following effects or conditions (CL 10th, where applicable): cure serious wounds, lesser restoration, neutralize poison, remove disease, exhaustion, nauseated for 1d4 rounds, or paralyzed (nauseated targets only, for remainder of original duration). If the victim succeeds at a DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. The torturer robot carries 5 doses of nanites, and it constructs replacements at a rate of 1 dose per hour. The save DC is Wisdom-based.
Surgical Lasers (Ex) The torturer robot's lasers have a range of 50 feet with no range increment and threaten a critical hit on a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Warden Robot[AP87] CR 9

XP 6,400
N Large construct (robot)
Init +8; **Senses** darkvision 60 ft., echosight 30 ft., low-light vision; Perception +20
Aura infrasonic field (30 ft., DC 17)

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)
hp 112 (15d10+30)
Fort +8, **Ref** +12, **Will** +10

Defensive Abilities all-around vision, hardness 10, reactive armor (25%), resilient; **Immune** construct traits
Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.
Melee 2 slams +18 (1d8+4)
Ranged 2 integrated sonic disruptors +18 touch (2d8 sonic)
Space 10 ft.; Reach 10 ft.
Special Attacks combined arms, dazzler, integrated sonic disruptor

STATISTICS

Str 18, **Dex** 19, **Con** —, **Int** 11, **Wis** 14, **Cha** 1
Base Atk +15; **CMB** +20; **CMD** 34
Feats Alertness, Combat Reflexes, Improved Initiative, Nimble Moves, Point-Blank Shot, Power Attack, Precise Shot, Stand Still
Skills Climb +10, Perception +20, Sense Motive +16
Languages Common
SQ robot upgrades (all-around vision, combined arms, dazzler (1 UP), improved hardness (2 UP), infrasonic field (2 UP), integrated weaponry (2 UP), radar dish (3 UP), reactive armor (2 UP), resilient (3 UP), 18 UP total)

SPECIAL ABILITIES

Integrated Sonic Disruptor (Ex) A warden robot's arms contain built-in ranged weapons that emit focused sound waves in 100-foot rays that deal 2d8 points of sonic damage.

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Appendix

The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks and other content:

AA = Pathfinder Player Companion: Adventurer's Armory

AA17 = April Augmented 2017

AA2 = Adventurer's Armory 2

AB = Advanced Bestiary

ACG = Pathfinder Roleplaying Game: Advanced Class Guide

ACK = Akashic Classes: Kheshig

ACS = Aethera Campaign Setting

ACT = Akashic Classes: Transcendent

ACV = Akashic Classes: Volur

AM = Akashic Mysteries

AMH = The Archmagi's Handbook

AoP2 = Archetypes of Power 2

AP46 = Pathfinder Adventure Path #46: Wake of the Watcher

AP48 = Pathfinder Adventure Path #48: Shadows of Gallowspire

AP71 = Pathfinder Adventure Path #71: Rasputin Must Die!

AP85 = Pathfinder Adventure Path #85: Fires of Creation

AP86 = Pathfinder Adventure Path #86: Lords of Rust

AP87 = Pathfinder Adventure Path #87: The Choking Tower

AP88 = Pathfinder Adventure Path #88: Valley of the Brain Collectors

AP89 = Pathfinder Adventure Path #89: Palace of Fallen Stars

AP90 = Pathfinder Adventure Path #90: The Divinity Drive © 2014

AP100 = Pathfinder Adventure Path #100: A Song of Silver

AP112 = Pathfinder Adventure Path #112: The Whisper Out of Time

AP135 = Pathfinder Adventure Path #135: Runeplague

AP136 = Pathfinder Adventure Path #136: Temple of the Peacock Spirit

APC = Arcforge Players' Compendium

APG = Pathfinder Roleplaying Game: Advanced Player's Guide

AR1 = Akashic Realms Volume 1: Emperors & Einherjar

ARH = Akasha Reshaped: Huay

ARMaT = Akasha Reshaped: Moon and Tides

ARPE = Akasha Reshaped: Psionic Essence

ARPoE = Akasha Reshaped: Path of Enlightenment

ATD = April Tools Day

ATCI = Akashic Tales: Compilation I

ATT = Akashic Tales: Tokusatsu

B2 = *Pathfinder Roleplaying Game: Bestiary 2*

B3 = *Pathfinder Roleplaying Game: Bestiary 3*

B4 = *Pathfinder Roleplaying Game: Bestiary 4*

B5 = *Pathfinder Roleplaying Game: Bestiary 5*

B6 = *Pathfinder Roleplaying Game: Bestiary 6*

BaP = The Blood and Portents Handbook

BF = Bloodforge

BLA = Expanded Spheres: Baron's Lost Apocrypha

BoDS = Blood of Dragonscar

BoMTCEC = The Book of Many Things: Campaign Exclusive Conten

BotB = *Pathfinder Player Companion: Blood of the Beast*

BotD = *Pathfinder Roleplaying Game: Book of the Damned*

BotD3 = Pathfinder Campaign Setting: Horsemen of the Apocalypse: Book of the Damned Vol. 3

BTH = The Beast Tamer's Handbook

Cat = The Catgirl Handbook

CC2 = Card Casting 2: Counters and Control

CCG = Expanded Spheres: Cardcaster's Gamble

CEoD = Pathfinder Player Companion: Cheliax: Empire of Devils

CH = Pathfinder Campaign Setting: Construct Handbook

CLSZ = Classes of the Lost Spheres: Zodiac

Co7S = City of 7 Seraphs

CoB = Pathfinder Player Companion: Champions of Balance

CoC = Pathfinder Player Companion: Champions of Corruption

CoP = Pathfinder Player Companion: Champions of Purity

CotS = Champions of the Spheres

CrD = The Crimson Dancer

CSSP = Champions of the Spheres: Study & Practice

CSWoT = Cerulean Seas: Waves of Thought

DA = Pathfinder Player Companion: Divine Anthology

DbH = The Diabolist's Handbook

DPR = Divergent Paths: Rajah

DTT = Pathfinder Player Companion: Dirty Tactics Toolbox

DW = Pathfinder Campaign Setting: Distant Worlds

EEP = Eldritch Essences: Promethean

EO2 = Expanded Options 2

EO3 = Expanded Options 3

F&P = Pathfinder Player Companion: Faiths and Philosophies

FoC = Pathfinder Player Companion: Faiths of Corruption

GMG = *Pathfinder Roleplaying Game: Gamemastery Guide*

HA = *Pathfinder Roleplaying Game: Horror Adventures*

HMH = The High Magic Handbook

HotS = Pathfinder Player Companion: Heroes of the Streets

HR = Pathfinder Campaign Setting: Horror Realms

ISB = Pathfinder Campaign Setting: Inner Sea Bestiary

ISG = Pathfinder Campaign Setting: Inner Sea Gods

ISM = Pathfinder Campaign Setting: Inner Sea Magic

ISMC = Pathfinder Campaign Setting: Inner Sea Monster Codex

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ISWG = Pathfinder Campaign Setting: Inner Sea World Guide

KoG = Pathfinder Player Companion: Kobolds of Golarion

LAlc = Legendary Alchemists

LCav = Legendary Cavaliers

LCR = Lost Champions: Reaper

LoD = Pathfinder Player Companion: Legacy of Dragons

LotN = Lords of the Night

LotS = Legends of the Spheres

MA = Pathfinder Roleplaying Game: Mythic Adventures

MAH = Martial Arts Handbook

MC = *Pathfinder Roleplaying Game: Monster Codex*

MCotS = Mythic Champions of the Spheres

MHH = Mythic Hero's Handbook

MSC = Mythic Spell Compendium

MSH = Pathfinder Player Companion: Monster Summoner's Handbook

MSoM = Mythic Spheres of Might

MSoP = Mythic Spheres of Power

MT = Malevolent Thoughts

MTT = Pathfinder Player Companion: Melee Tactics Toolbox

NLFS = Pathfinder Campaign Setting: Numeria, Land of Fallen Stars

OA = *Pathfinder Roleplaying Game: Occult Adventures*

OB = Pathfinder Campaign Setting: Occult Bestiary

OO = Pathfinder Player Companion: Occult Origins

P+ = Psionics+

PA = Pathfinder Player Companion: Psychic Anthology

PAC2 = Psionics Augmented: Compilation II

PAH = Psionics Augmented: Highlord

PAH2 = Psionics Augmented: Highlord II

PAO = Psionics Augmented: Occult

PAP = Psionics Augmented: Psicrystals

PASP = Psionics Augmented: Seventh Path

PAV = Psionics Augmented: Voyager

PB = Psionic Bestiary

PFU = *Pathfinder Roleplaying Game: Pathfinder Unchained*

PGtS = Player's Guide to Skybourne

PLA = *Pathfinder Roleplaying Game: Planar Adventures*

PoP = Pathfinder Campaign Setting: Paths of Prestige

PotR = Pathfinder Player Companion: Paths of the Righteous

PotRi = Pathfinder Player Companion: People of the River

PotS = Pathfinder Player Companion: People of the Stars

PoW = Path of War

PoWE = Path of War Expanded

PSP = Pathfinder Player Companion: Pathfinder Society Primer

RWH = The Realmwalker's Handbook

SAAT = Spheres Apocrypha: Armor Talents

SABMT = Spheres Apocrypha: Battlefield Manipulation Talents

SACC = Spheres Apocrypha: Cohorts & Companions

SACoT = Spheres Apocrypha: Cognition Talents

SACT = Spheres Apocrypha: Casting Traditions

SACT2 = Spheres Apocrypha: Casting Traditions 2

SAMT2 = Spheres Apocrypha: Monster Traditions 2

SATT = Spheres Apocrypha: Tricks & Traps

SBA = Spheres Bestiary: Aberrations

SCR = Starfinder Core Rulebook

SFSoH = The Soulforge: Spirit of a Hero

SMA21 = Studio M— April 2021 Compilation

SMF21 = Studio M— February 2021 Compilation

SMJan21 = Studio M— January 2021 Compilation

SMJul21 = Studio M— July 2021 Compilation

SMJun21 = Studio M— June 2021 Compilation

SMMar21 = Studio M— March 2021 Compilation

SMMay21 = Studio M— May 2021 Compilation

SMN21 = Studio M— November 2021 Compilation

SMS21 = Studio M— September 2021 Compilation

SoA = Spheres of Akasha

SoG = Spheres of Guile

SoM = Spheres of Might

SoO = Spheres of Origin

SRF = Stormbound: Renewed Focus

TAH = The Alienist's Handbook

TCH = The Cataclysm Handbook

TCoH = The Conqueror's Handbook

TF = The Fisherking

TG = Pathfinder Campaign Setting: Technology Guide

TGH = The General's Handbook

THH = The Highlander's Handbook

TIH = The Initiate's Handbook

TInH = The Inventor's Handbook

TJH = The Jester's Handbook

TYH = The Youxia's Handbook

UC = *Pathfinder Roleplaying Game: Ultimate Campaign*

UC = *Pathfinder Roleplaying Game: Ultimate Combat*

UDM = Unfettered Dreams: Malefex

UE = *Pathfinder Roleplaying Game: Ultimate Equipment*

UEn = Ultimate Engineering

UI = *Pathfinder Roleplaying Game: Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game: Ultimate Magic*

UP = Ultimate Psionics

USoP = Ultimate Spheres of Power

UU = Pathfinder Campaign Setting: Undead Unleashed

UW = *Pathfinder Roleplaying Game: Ultimate Wilderness*

Wrd = The Warden

WM = Wild Magic

WMH = Pathfinder Player Companion: Weapon Master's Handbook

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